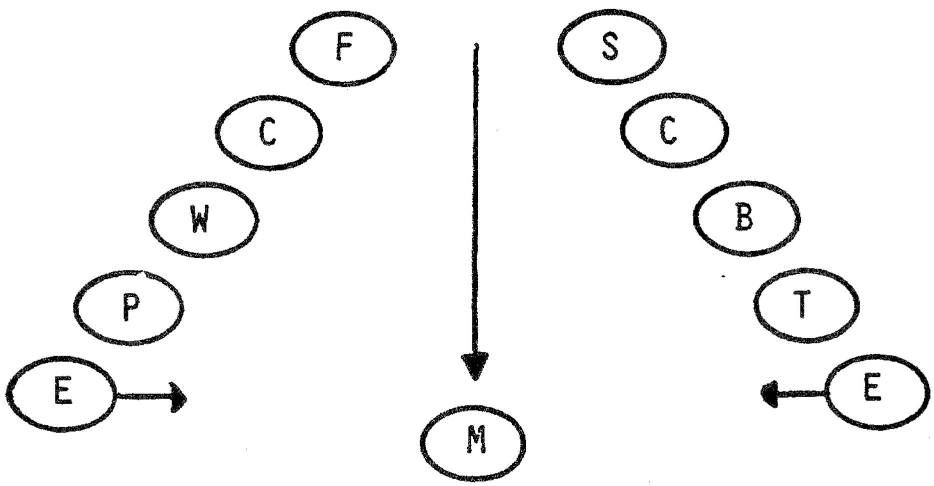
DEFENSIVE HUDDLE

DE'S ARE RESPONSIBLE TO SET HUDDLE. FACE EACH OTHER ABOUT FOUR (4) YARDS APART.
PLUGGER AND NOSE-T FACE L.O.S. SLIGHTLY INSIDE DB'S.
LINEBACKERS FACE L.O.S. SLIGHTLY INSIDE DT'S.
CORNERS FACE L.O.S. SLIGHTLY INSIDE LBERS.
SAFETIES FACE L.O.S. SLIGHTLY INSIDE C'S.
MIKE (SIGNAL CALLER) FACE HUDDLE (BACK TO BALL).



HUDDLE DISCIPLINE:

- SET HUDDLE AS QUICKLY AS POSSIBLE.
- THE SHAPE AND APPEARANCE IS RESPONSIBILITY OF EACH MAN. DO NOT LEAN ON EACH OTHER.
- KEEP HEAD UP, LOOK AT MIKE. SEE WHAT YOU HEAR. NO TALKING! LISTEN TO MIKE.
- IF YOU DO NOT HEAR THE CALL OR ARE CONFUSED, "CHECK"! CONCENTRATE -- DON'T BE A CHECKER.
- AFTER CALLING DEFENSE, MIKE WILL PAUSE, SAY: "READY-BREAK". WITH COMMAND OF "BREAK" ALL CLAP HANDS AND LEAVE HUDDLE.
- NOW IS A GOOD TIME TO REVIEW THE SITUATION (DOWN; DISTANCE; ETC.). ALSO USE THIS TIME TO REMIND EACH OTHER OF PERTINENT DETAILS.
- BE ALERT FOR QUICK COUNT. WHEN CENTER IS ON THE BALL, BE READY TO PLAY.

C.P.: IF NO HUDDLE, PLAY AUTOMATIC DEFENSE AS DESIGNED BY GAME PLAN.

SF 49ers

PROCEDURE FOR CALLING DEFENSES

DEFENSIVE SIGNALS WILL BE GIVEN IN THREE (3) PARTS:

FIRST PART DICTATES FRONT:

(I.E.) "OVER"
"UNDER"
"FLIP"

SECOND PART DICTATES STUNT, ADJUSTMENT OR BLITZ:

(I.E.) "ANGLE" (STUNT)
"SLANT" (STUNT)
"EAGLE" (ADJ.)
"SMOKE" (BLITZ)

THIRD PART DICTATES COVERAGE:

(I.E.) "COVER 3"
"COVER 4"
"COVER 93"
"COVER 2"

C.P. - FORMATION STRENGTH WILL BE CALLED LOOKING INTO THE OFFENSE -- "RED LEFT" TO DEFENSE WOULD BE RED RIGHT TO OFFENSE.

- ALWAYS BE ALERT FOR DEFENSIVE AUDIBLES.

DEFENSIVE PERSONNEL

CORNERS -- TWO (2) OUTSIDE MEN IN SECONDARY - STRONG CORNER (C); WEAK CORNER (C).

SAFETIES -- TWO (2) INSIDE MEN IN SECONDARY - STRONG SAFETY (S); FREE SAFETY (F).

LINEBACKERS -- TWO (2) OUTSIDE AND TWO (2) INSIDE. B AND W OUTSIDE LB'S, P AND M INSIDE BACKER.

NOSE-T -- DEFENSIVE TACKLE ALIGNED ON CENTER.

SOLID-E (E) -- DEFENSIVE END ON SOLID SIDE OF FORMATION.

FLEX-E (E) -- DEFENSIVE END ON FLEX SIDE OF FORMATION.

BASIC FRONTS

OKIE -- DEFENSIVE FRONT WITH THREE (3) LINEMEN IN CHARGE.

FLIP -- FRONT WITH STRONGSIDE OUTSIDE LINEBACKER IN CHARGE (WILL CHANGE WITH CROSS MOTION OR SHIFT).

FLIP INSIDE -- FRONT WITH STRONGSIDE INSIDE LINEBACKER IN CHARGE (WILL CHANGE WITH CROSS MOTION OR SHIFT).

SWING -- FRONT WITH WEAKSIDE OUTSIDE LINEBACKER IN CHARGE (WILL CHANGE WITH CROSS MOTION OR SHIFT).

SWING INSIDE -- FRONT WITH WEAKSIDE INSIDE LINEBACKER IN CHARGE (WILL CHANGE WITH CROSS MOTION OR SHIFT).

OVER -- FRONT WITH BUCK IN CHARGE.

OVER INSIDE -- FRONT WITH MIKE IN CHARGE.

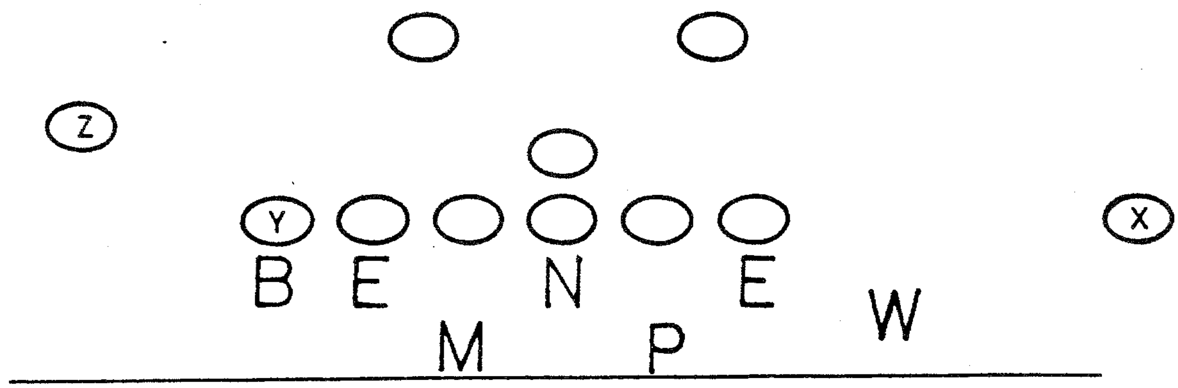
UNDER -- FRONT WITH WHIP IN CHARGE.

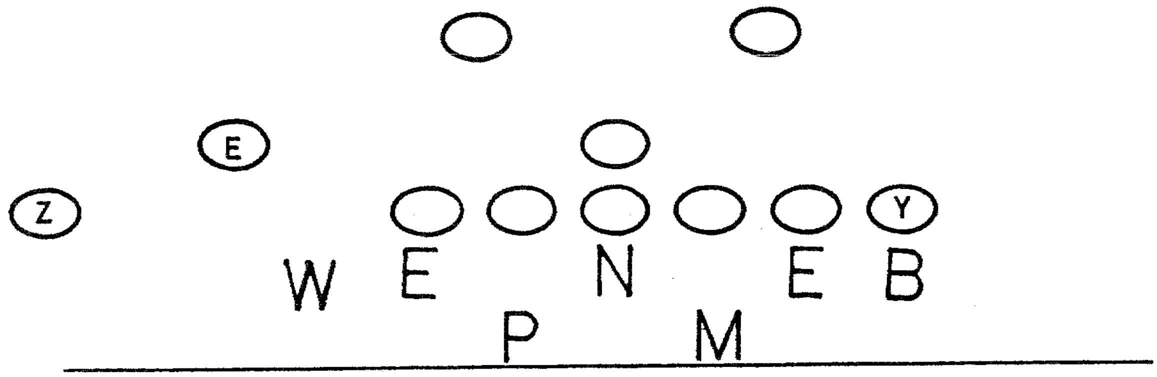
UNDER INSIDE -- FRONT WITH PLUGGER IN CHARGE.

ELEPHANT -- FOUR (4) LINEMEN AND THREE (3) LINEBACKER DEFENSIVE FRONT.

NICKEL -- ALIGNMENT WITH FIVE (5) SECONDARY DEFENDERS.

FRONT PERSONNEL TERMINOLGY





LINEBACKERS:

BUCK: OUTSIDE-LB TO SOLID (Y) SIDE. WOULD BE STRONG IF FLANKER; WEAK IF SLOT.

WHIP: OUTSIDE-LB TO FLEX (AWAY-Y) SIDE. WOULD BE WEAK IF FLANKER; STRONG IF SLOT.

MIKE: INSIDE-LB TO SOLID (Y) SIDE. WOULD BE STRONG IF FLANKER; WEAK IF SLOT.

PLUGGER: INSIDE-LB TO FLEX (AWAY-Y) SIDE. WOULD BE WEAK IF FLANKER; STRONG IF SLOT.

LINEMEN:

ENDS: SOLID-E TO Y-SIDE. FLEX-E AWAY Y-SIDE. STRONG-E TO STRONG SIDE. WEAK-E AWAY STRONG SIDE.

NOSE-T: SOLID TO Y-SIDE. FLEX AWAY Y-SIDE. STRONG TO STRONG SIDE. WEAK AWAY STRONG SIDE.

GAP DESCRIPTION

WITH EACH DEFENSE, FRONT SEVEN PERSONNEL WILL BE RESPONSIBLE FOR SPECIFIC OFFENSIVE GAP RESPONSIBILITIES. GAPS ARE CODED AS FOLLOWS:

SOLID "A": FROM CENTER'S NOSE TO NOSE OF SOLID GUARD.

SOLID "B": FROM SOLID GUARD'S NOSE TO NOSE OF SOLID TACKLE.

SOLID "C": FROM SOLID TACKLE'S NOSE TO NOSE OF T.E. (Y).

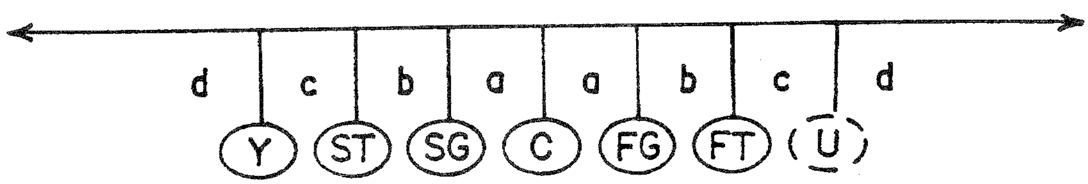
SOLID "D": FROM NOSE OF T.E. (Y) OUT.

FLEX "A": FROM CENTER'S NOSE TO NOSE OF FLEX GUARD.

FLEX "B": FROM NOSE OF FLEX GUARD TO NOSE OF FLEX TACKLE.

FLEX "C": FROM NOSE OF FLEX TACKLE TO NOSE OF TX (U).

FLEX "D": FROM NOSE OF TX (U) OUT.



RUNNING ATTACK - TERMS

COUNTER -- RUN ACTION WITH EITHER BACK MOVING OPPOSITE (COUNTER) TO BASIC ACTION.

STUTTER -- STEP OR HEAD AND SHOULDER FAKE AWAY FROM RUN ACTION.

REVERSE -- A RUNNING PLAY WHERE P.O.A. IS COUNTER TO FLOW OF BACKS. QB FAKES TO BACK AND HANDS TO X-Y-Z-E (ONE EXCHANGE).

DOUBLE REVERSE -- A RUNNING PLAY WITH QB HANDING BALL TO A RB WHO HANDS OFF TO X-Y-Z-E (TWO EXCHANGE).

BOOTLEG -- A RUN PLAY WITH RB'S FAKING IN ONE DIRECTION AND QB RUNNING THE OPPOSITE DIRECTION (BOOTLEG STRONG; BOOTLEG WEAK).

DRAW -- A RUN PLAY THAT DEVELOPS FROM A PASSING ACTION.

LEAD DRAW -- A DRAW UTILIZING ONE OF THE BACKS AS LEAD BLOCKER.

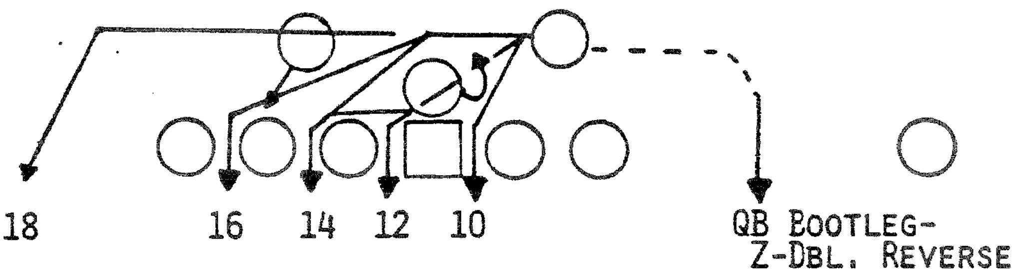
LAG DRAW -- A DRAW DESIGNED AS COUNTER TO QB - ROLLOUT ACTION.

SPRINT DRAW -- A DRAW DESIGNED AS COUNTER TO QB - SPRINT ACTION.

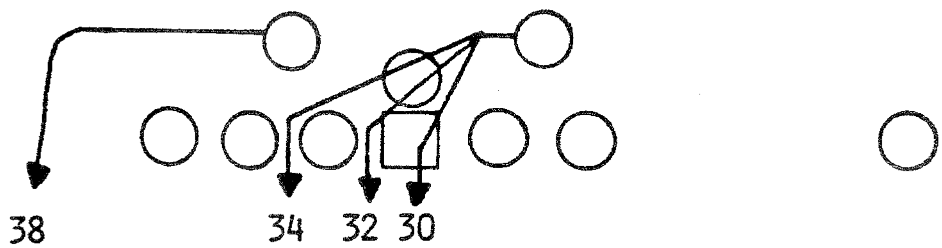
STATUE -- A WIDE RUNNING PLAY DESIGNED TO LOOK AS POCKET PASS, QB DROPS AS THOUGH TO PASS, THEN HANDS OFF, USUALLY TO F-BACK OR H-BACK.

RUNNING ATTACK - SERIES

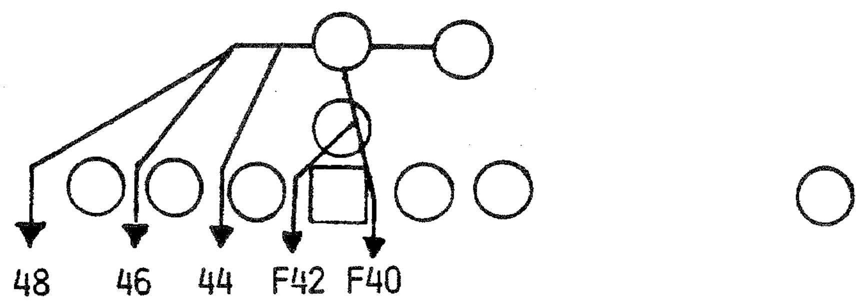
TEEN SERIES: FULL FLOW; QB REVERSE PIVOT; OFFSIDE-RB AS B.C.



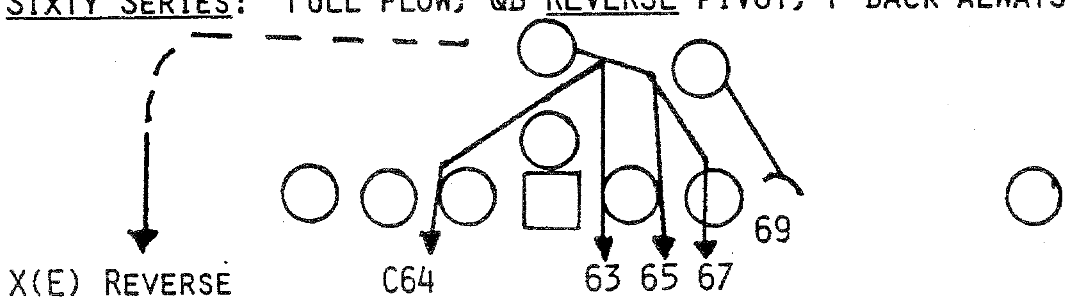
THIRTY SERIES: TOSS WITH OFFSIDE-RB UNDER.



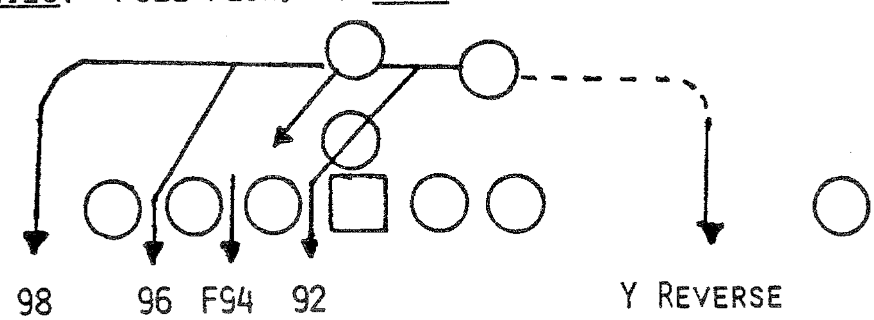
FORTY SERIES: F-BACK OFFSIDE; H-BACK ONSIDE.



SIXTY SERIES: FULL FLOW; QB REVERSE PIVOT; F-BACK ALWAYS B.C.

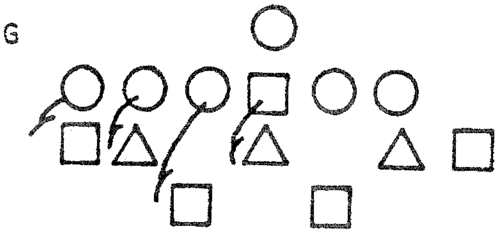


NINETY SERIES: FULL FLOW; QB OPEN PIVOT.

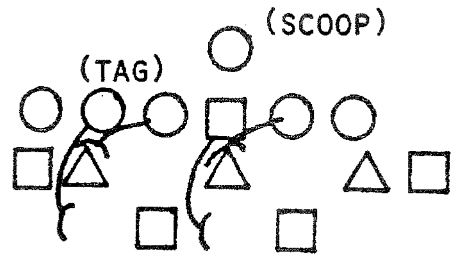


BLOCKING TERMINOLOGY

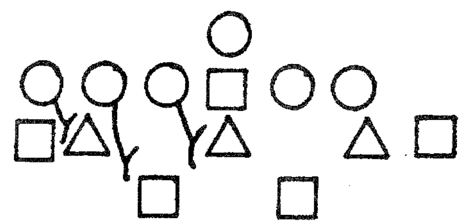
HOOK -- BLOCK BY LINEMAN REACHING TO BLOCK A MAN ON HIS OUTSIDE.



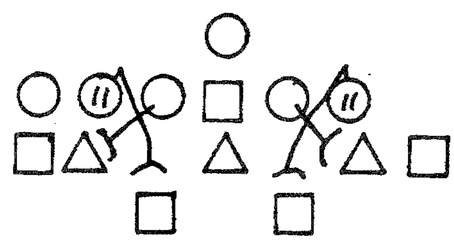
SCOOP/TAG -- BLOCKER REACHING ONSIDE TO BLOCK.



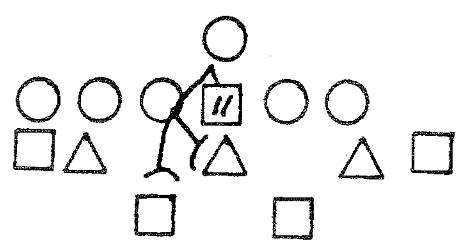
DOWN -- BLOCK FROM OUTSIDE.



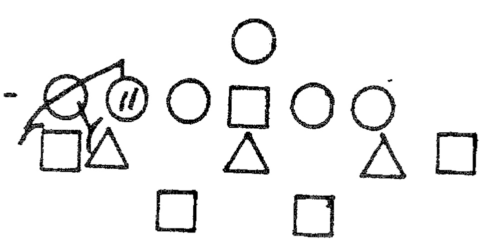
GUT -- CROSS BLOCK BETWEEN T AND G. G BLOCK FIRST.



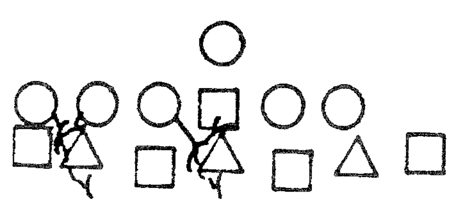
CHARLIE -- CROSS BLOCK BETWEEN C AND G. G BLOCK FIRST.



TEX -- CROSS BLOCK BETWEEN Y AND T. Y BLOCK FIRST - COULD BE 6 TEX OR 8 TEX.

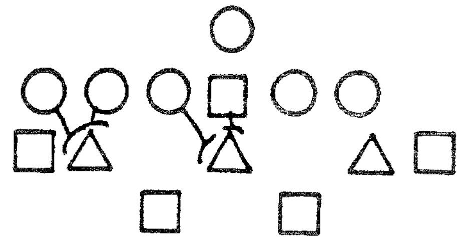


RUB -- DOUBLE BLOCK WITH ONE BLOCKER RELEASING TO PICK UP INSIDE.

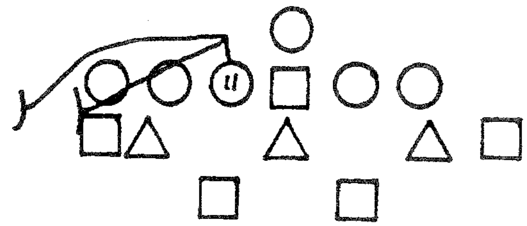


BLOCKING TERMINOLOGY - CONTINUED

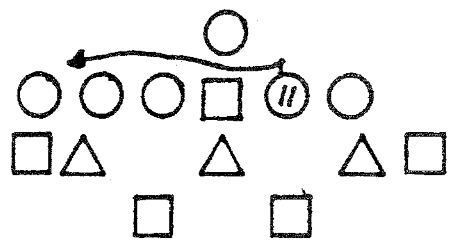
DOUBLE -- TWO BLOCKERS ON ONE DEFENSIVE PLAYER.



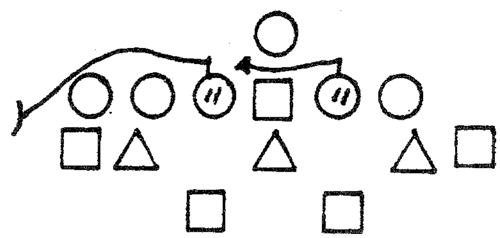
"G" -- ONSIDE G PULL.



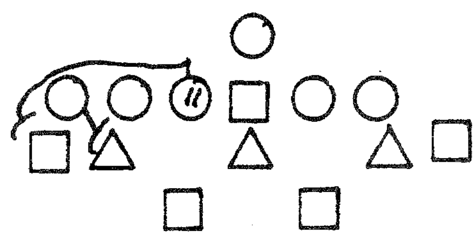
"O" -- OFFSIDE G PULL.



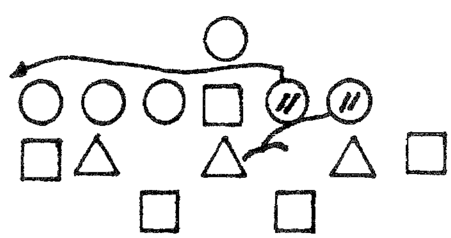
G-O -- ONSIDE AND OFFSIDE G'S PULL.



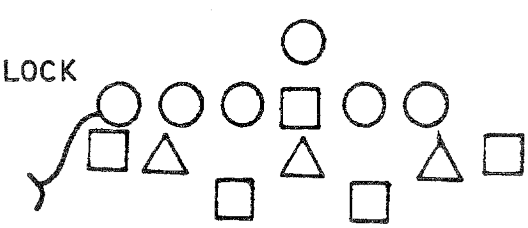
LOG -- PULLING LINEMAN HOOKING MAN IN, RATHER THAN TRAPPING.



SEAL -- TACKLE FILLING AREA WHERE G PULLED.

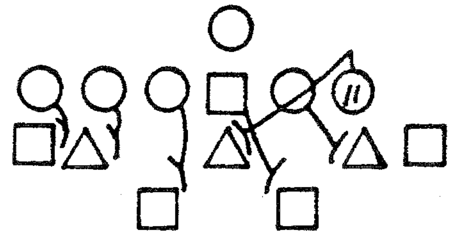


Y-RELEASE -- Y-RELEASE OUTSIDE; BLOCK SUPPORT.

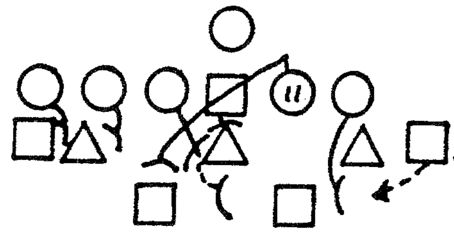


TRAP BLOCKING

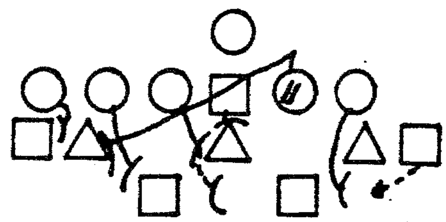
ZERO (1) TRAP -- TRAP ON NT.
USUALLY A T-TRAP.



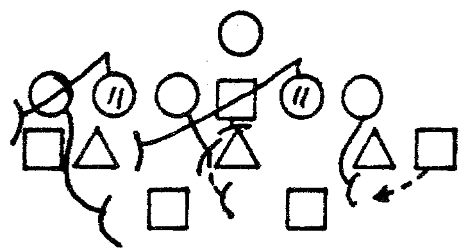
TWO (3) TRAP -- TRAP ON M OR P.



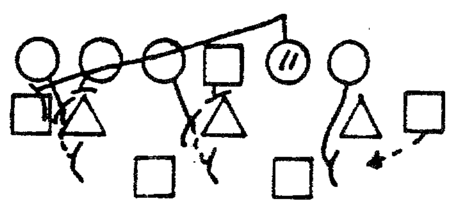
FOUR (5) TRAP -- TRAP ON END.



FOUR (5) I-TRAP-- TRAP ON END WITH OT
INFLUENCE.

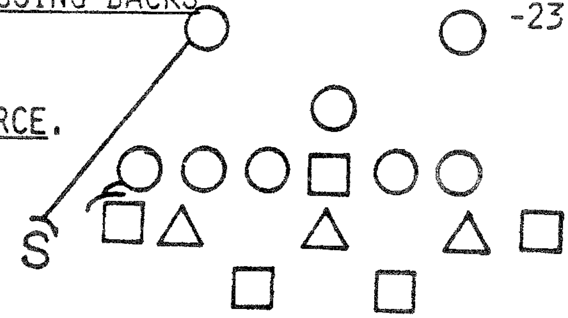


SIX (7) TRAP -- TRAP ON LB.

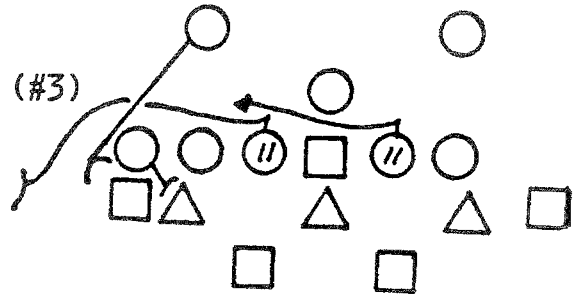


BLOCKING PATTERNS USING BACKS

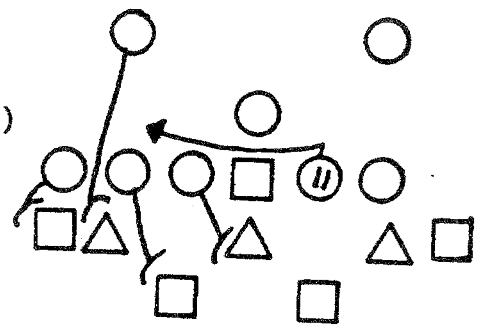
S -- LEAD BACK BLOCKER FORCE.



BOB -- LEAD BACK BLOCKS LB. (#3)

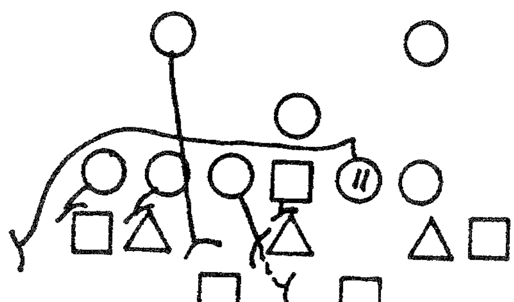


BIM -- LEAD BACK BLOCKS DE. (#2)

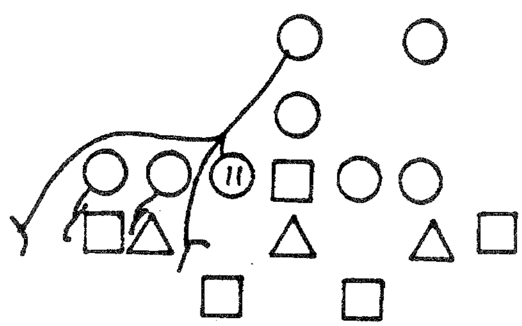


LEAD (M) -- LEAD BACK BLOCKS ON MIKE (M).

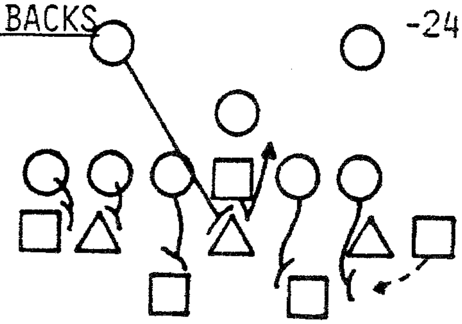
EXAMPLE #1



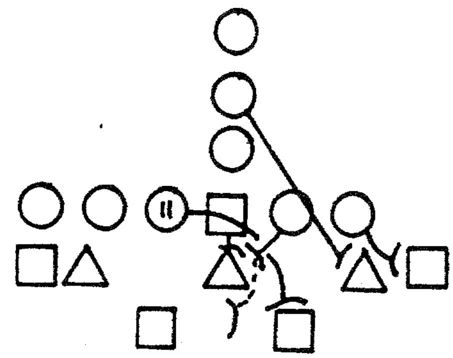
EXAMPLE #2



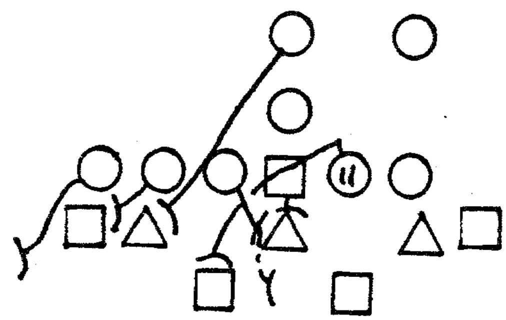
10 (11) WHAM -- CENTER INFLUENCE; FB WHAM NT.



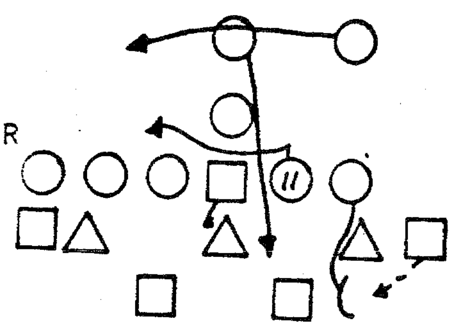
14 (15) WHAM -- TACKLE INFLUENCE; FB WHAM DE TO FLEX.



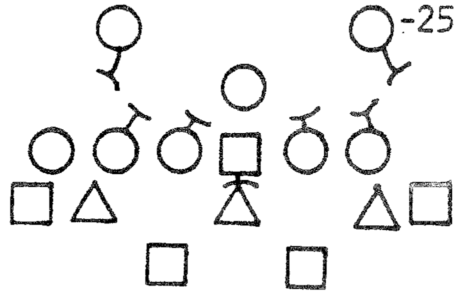
14 (15) WHAM -- TACKLE INFLUENCE; FB WHAM DE SOLID.



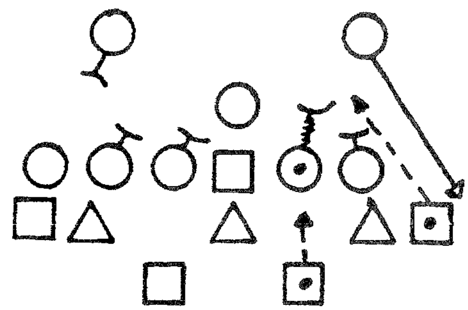
42 (43) SUCKER -- G-PULL INSIDE; CENTER INFLUENCE NT; FB RUN OVER PULLING-G.



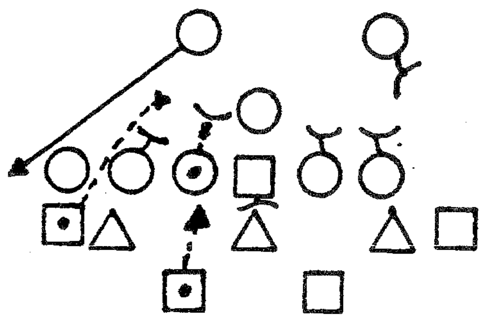
PASS PROTECTION



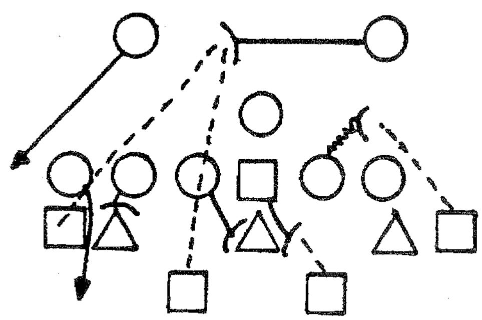
MAXIMUM -- G'S RESPONSIBLE FOR M-P.
T'S RESPONSIBLE FOR DE'S.
RB'S CHECK-FLARE FOR B-W.



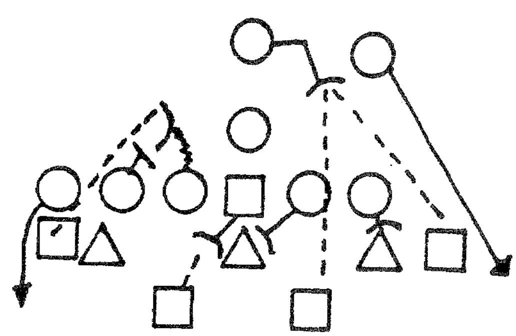
H20 (H21) -- HB SCAT. WEAK-G RESPONSIBLE FOR P OR W.



F20 (F21) -- FB SCAT. STRONG-G RESPONSIBLE FOR M OR B.



PLAY PASS STRONG -- HB CHECK-FLARE FOR M OR B.



PLAY PASS WEAK -- FB CHECK-FLARE FOR P OR W.

OFFENSIVE GAP NUMBERING SYSTEM

USED AS REFERENCE FOR OFFENSIVE PLAY NUMBERING:

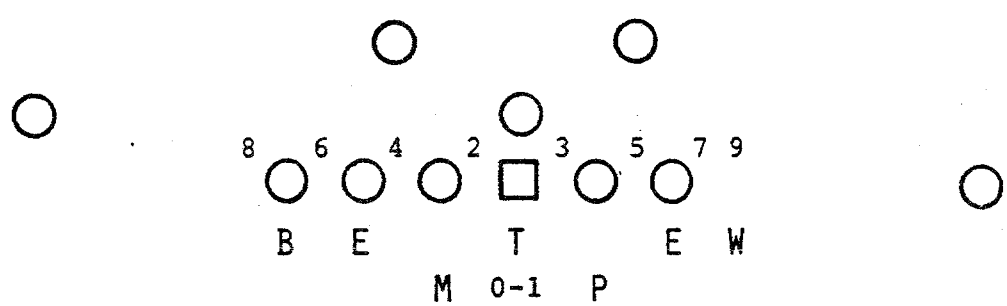
EVEN GAPS TO LEFT:

- TWO (2) GAP - HEAD OF C TO HEAD OF G.
- FOUR (4) GAP - HEAD OF G TO HEAD OF T.
- SIX (6) GAP - HEAD OF T TO HEAD OF Y (TITE-X).
- EIGHT (8) GAP - HEAD OF Y OR TITE-X TO FORCE.

ODD GAPS TO RIGHT:

- THREE (3) GAP - HEAD OF C TO HEAD OF G.
- FIVE (5) GAP - HEAD OF G TO HEAD OF T.
- SEVEN (7) GAP - HEAD OF T TO HEAD OF Y (TITE-X).
- NINE (9) GAP - HEAD OF Y OR TITE-X TO FORCE.

NOTE: ZERO (0) AND ONE (1) WILL DESIGNATE PLAYS ATTACKING NOSE-T.



PASSING ATTACK - TERMS

POCKET -- QB PASSING BETWEEN OT'S.

SPRINT -- QB PRECEEDED BY ONE BACK MOVES OUTSIDE-OT TO PASS BALL (SPRINT STRONG; SPRINT WEAK).

ROLL -- QB PRECEEDED BY TWO BACKS MOVES OUTSIDE-OT TO PASS BALL (ROLL STRONG; ROLL WEAK).

BOOTLEG -- RUN BACKS MOVING ONE (1) DIRECTION; QB MOVING OPPOSITE TO PASS BALL (BOOTLEG STRONG; BOOTLEG WEAK).

DRIFT -- QB SHOWS POCKET PASS THEN PRE-DESIGNED SPRINTS.

RUN PASS -- A PASS THROWN BY PLAYER OTHER THAN QB AFTER RUN FAKE.

PLAY PASS -- PASS BY QB AFTER RUN FAKE.

SCREEN -- PASS TO A RECEIVER ESCORTED BY LINEMEN.

FLARE -- PASS ACTION BY ONE OR BOTH BACKS.

CHECK -- H-BACK AND/OR F-BACK STAYING IN TO PASS PROTECT.

CHECK FLARE -- H-BACK AND/OR F-BACK CHECKING LB FOR BLITZ, THEN FLARING.

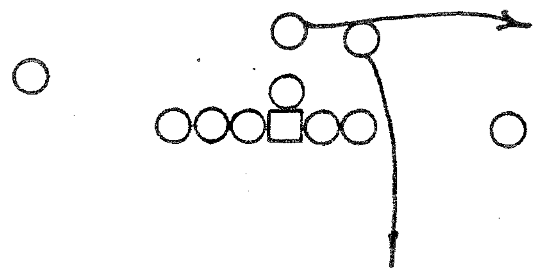
FLOW (FLOOD) -- BOTH RUNBACKS MOVING TO SAME SIDE (STRONG FLOW; WEAK FLOW).

SLOW -- Y-END STAYING AS BLOCKER.

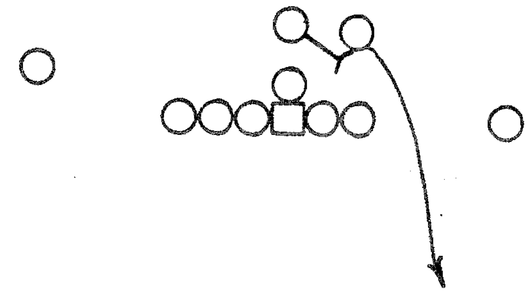
MOTION -- FORMATION CHANGE BY RUNBACK, Y, Z OR E WHO IS NOT SET WHEN BALL IS SNAPPED.

SHIFT -- FORMATION CHANGE BY ONE (1) OR MORE OFFENSIVE PLAYERS WHO ARE SET WHEN BALL IS SNAPPED.

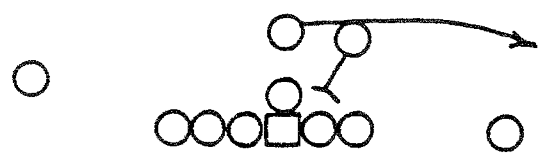
WEAK FLOW - FLARE ACTIONS



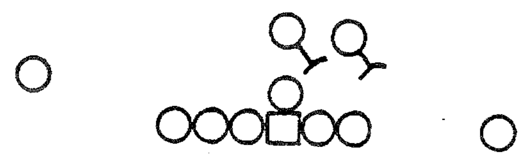
B 70



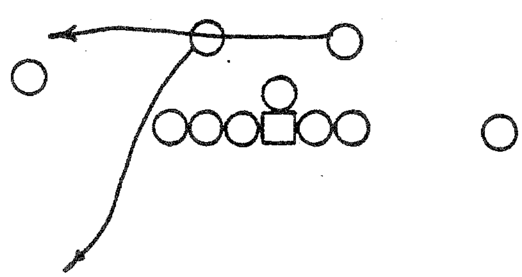
H70



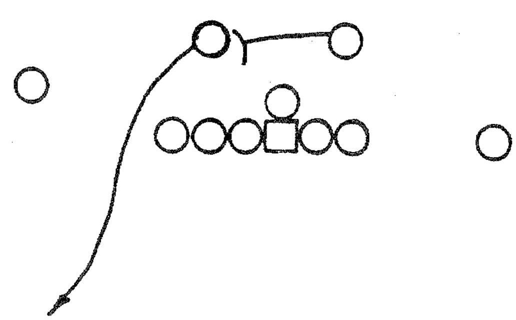
F70



70

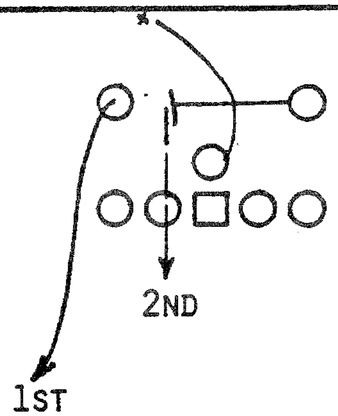


B80

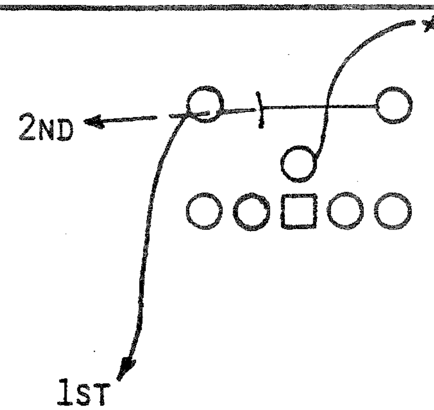


F80

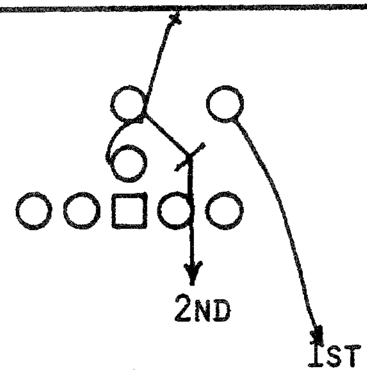
BASIC PLAY PASS ACTIONS



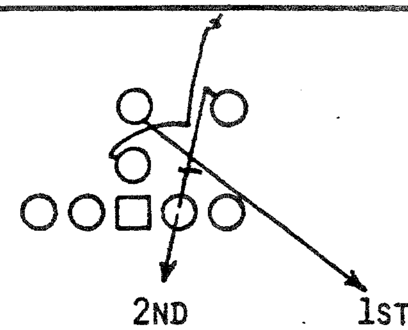
18(19) ACTION:



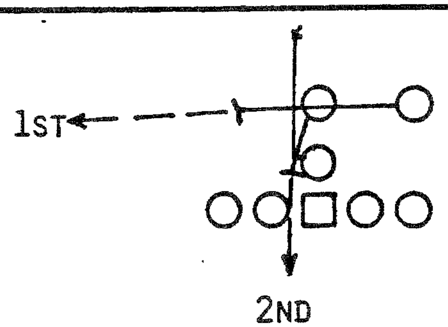
19(18) BOOT ACTION:



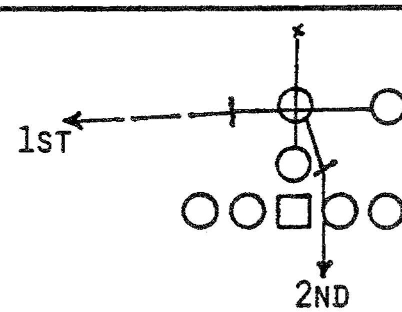
65(64) ACTION:



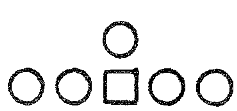
LAG RIGHT (LEFT) ACTION:

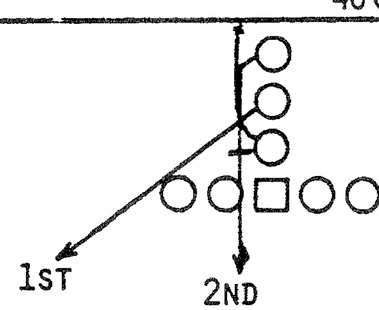


90(91) ACTION:



40(41) ACTION:

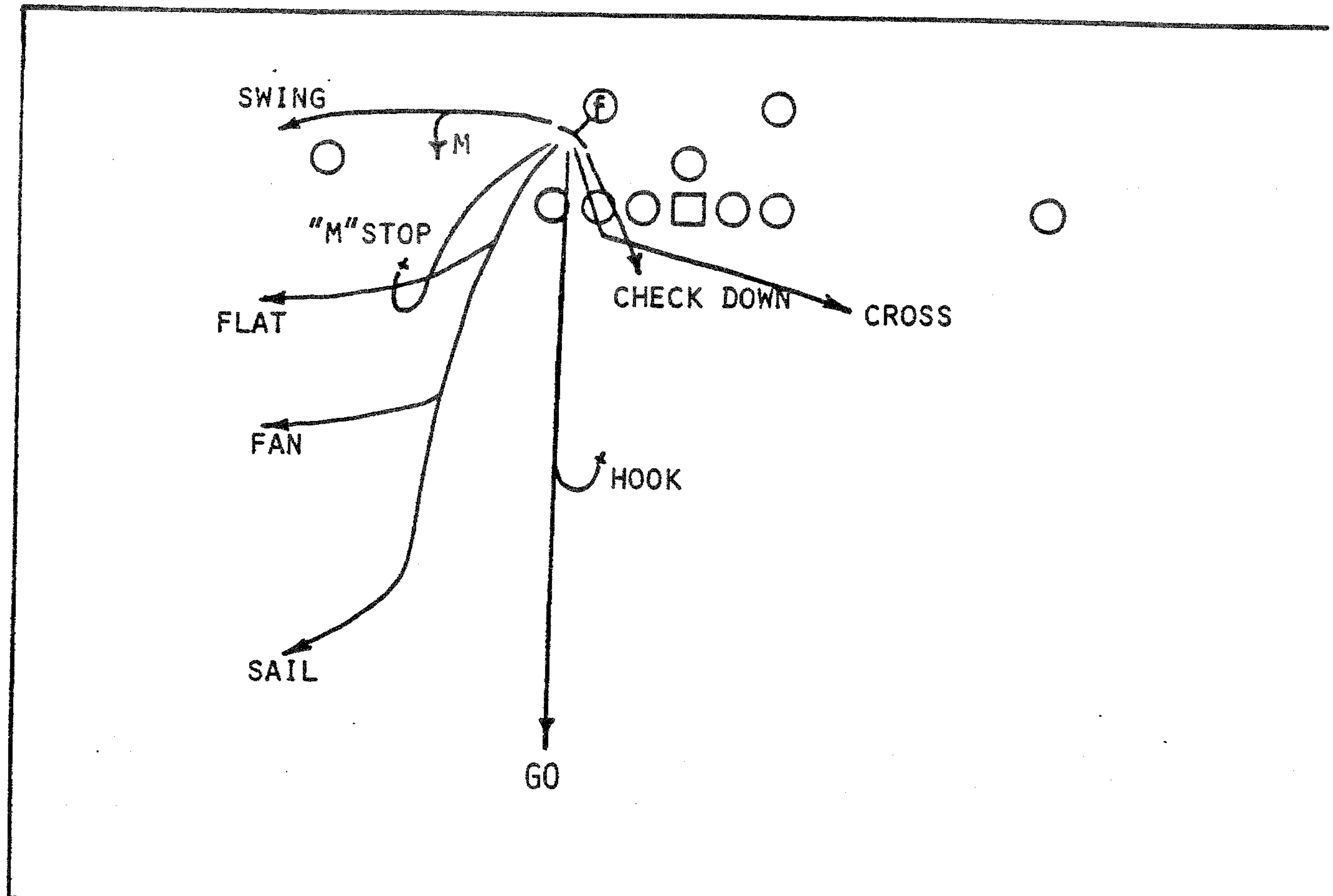




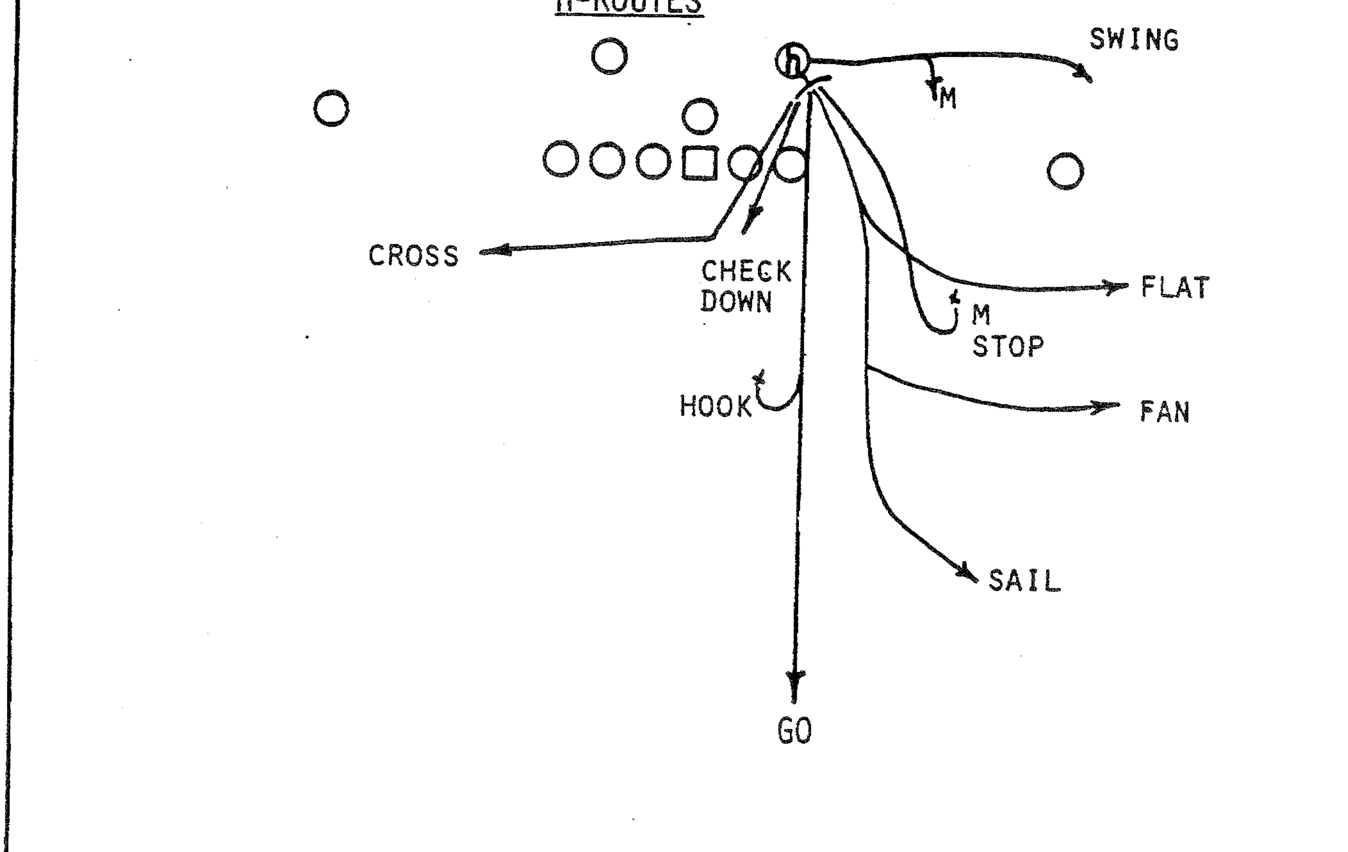
T6(T7) ACTION:

RUNNING BACK PATTERNS

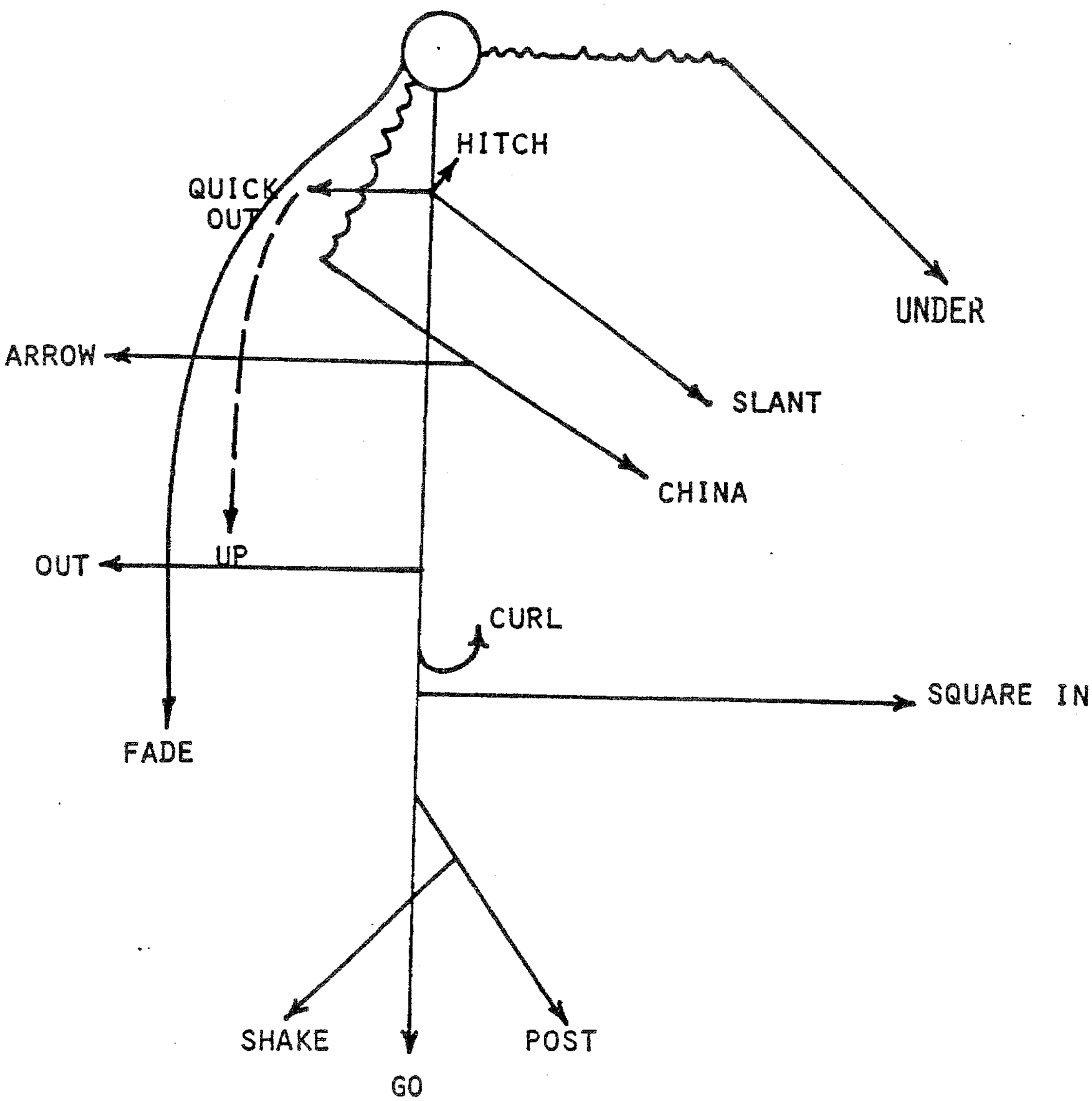
F-ROUTES



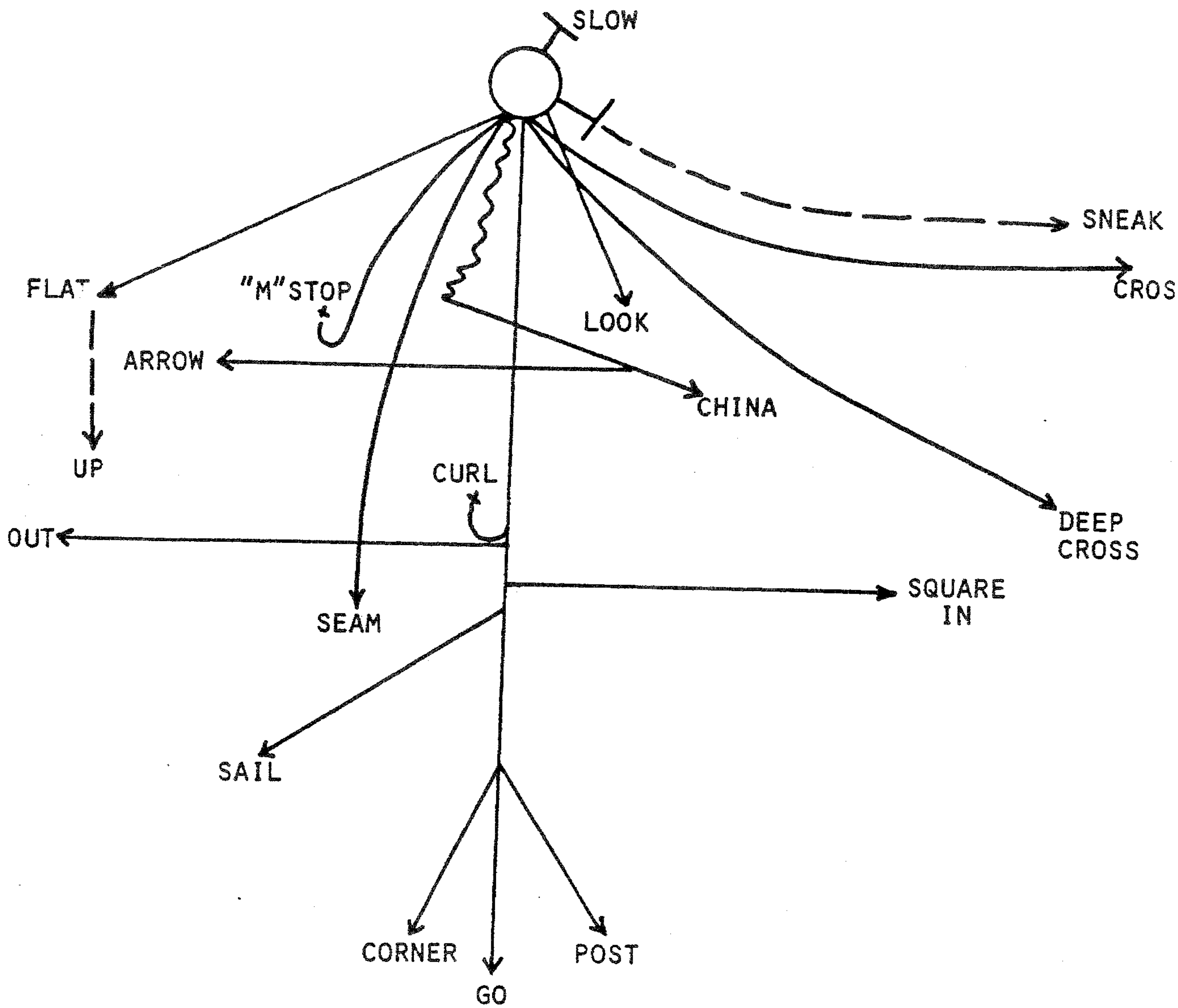
H-ROUTES



X-Z PASS ROUTES



Y-PASS ROUTES



NUMBERING RECEIVERS

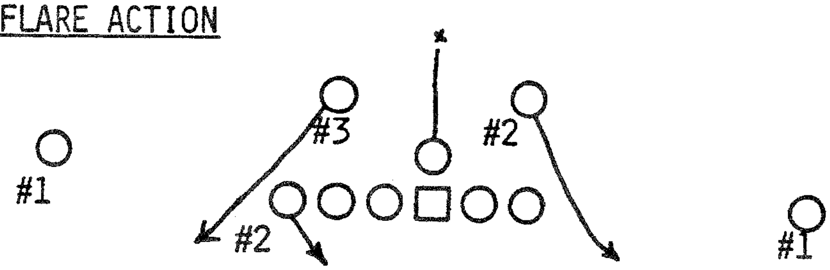
RECEIVERS WILL BE NUMBERED TO FACILITATE DISCUSSION:

#1, #2, #3 STRONG AND #1, #2 WEAK (20 ACTION).

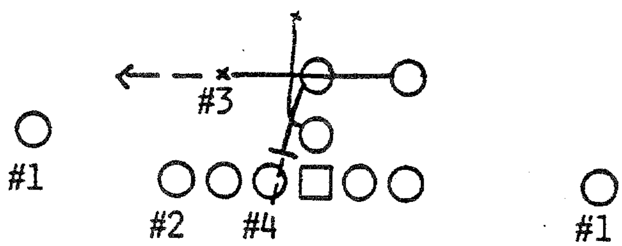
IF STRONG FLOW, #2 WEAK BECOMES #3 OR #4 STRONG.

IF WEAK FLOW, #3 STRONG BECOMES #3 WEAK.

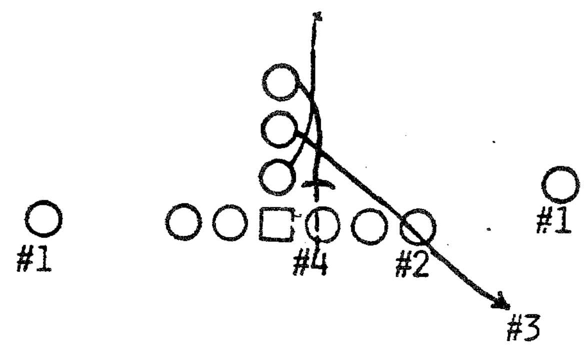
20 (21) FLARE ACTION



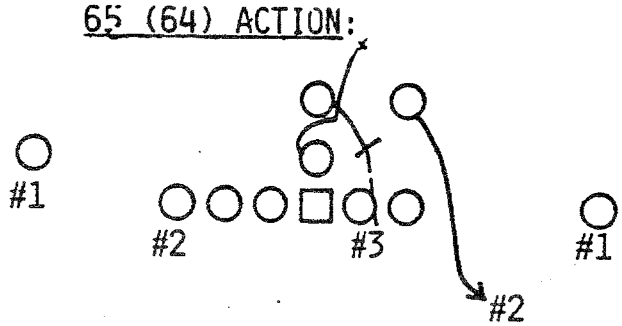
90 (91) ACTION:



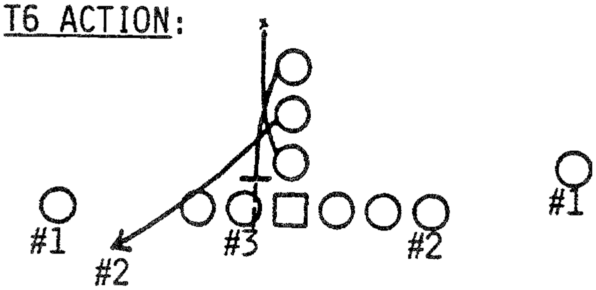
T7 ACTION:



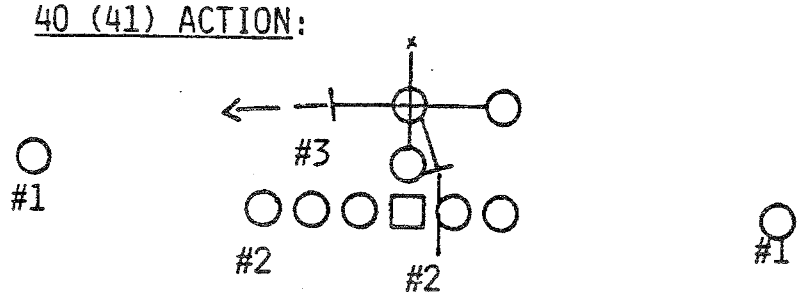
65 (64) ACTION:



T6 ACTION:



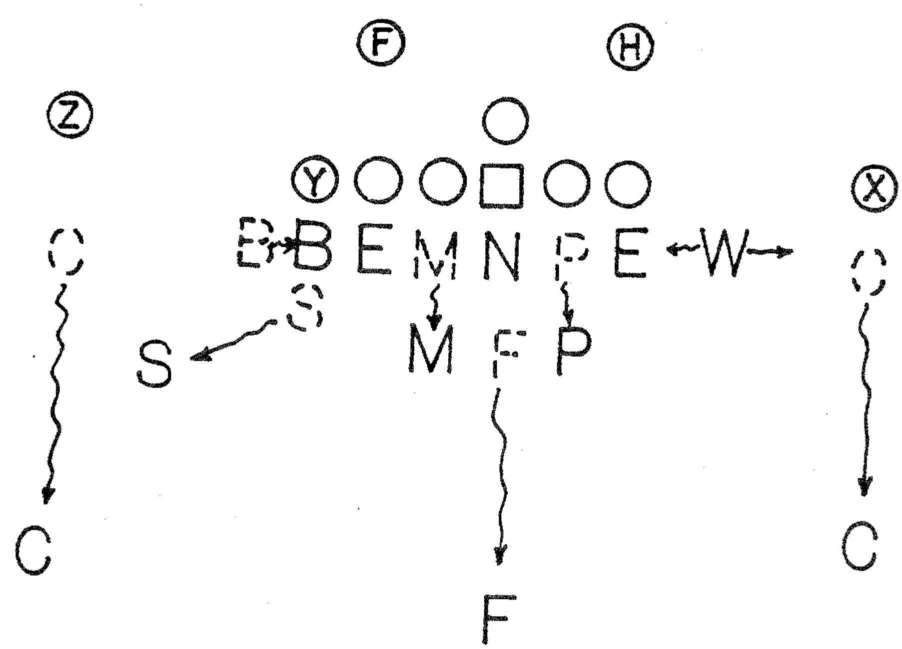
40 (41) ACTION:



SPECIFICS OF DEFENSE

1. BLUFF (HUDDLE CALL): THE TERM BLUFF TELLS DEFENSIVE PERSONNEL TO FAKE BLITZ AT THE L.O.S. PRIOR TO THE SNAP. WHEN USED AS A HUDDLE CALL, TERM BLUFF WILL BE GIVEN BEFORE THE DEFENSIVE CALL, SUCH AS: "BLUFF, FLIP 3". THE DEFENSE WOULD THEN SHOW BLITZ AT L.O.S. AND PRIOR TO SNAP STEM INTO POSITION TO PLAY FLIP 3.

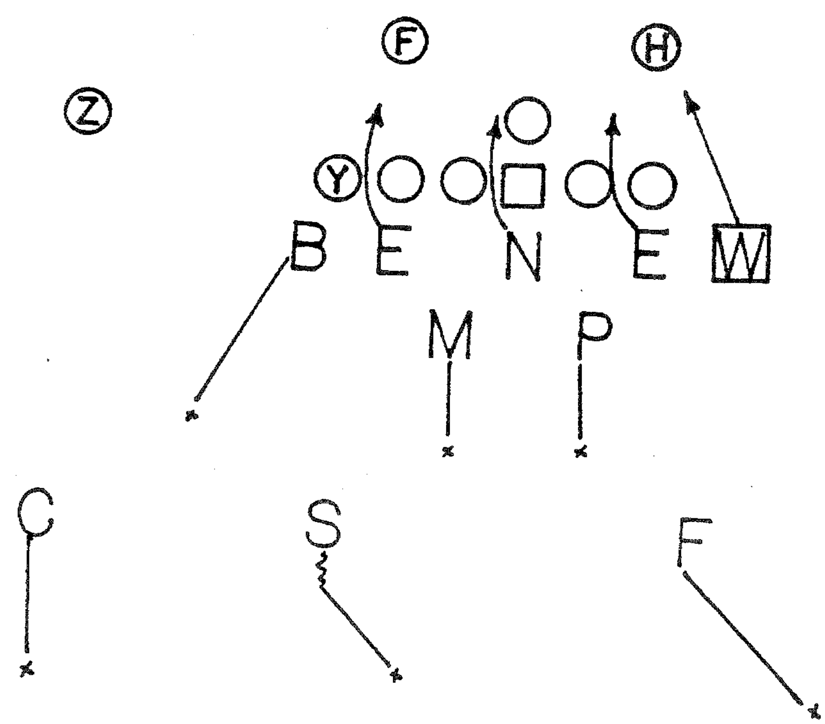
EXAMPLE:



SPECIFICS OF DEFENSE - CONTINUED

2. JET (HUDDLE CALL): THE TERM JET TELLS THE DEFENSIVE LINEMEN TO ATTACK THEIR RESPONSIBILITY ON THE "SNAP OF THE BALL". THE LINEMEN READ ON THE MOVE AND ARE PARTICULARLY ALERT TO PASS RUSH. WHEN USED AS A HUDDLE CALL, THE TERM JET WILL BE GIVEN FOLLOWING THE "FRONT" CALL AND PRIOR TO THE "COVERAGE" CALL, SUCH AS: "UNDER ANGLE JET COVER 4".

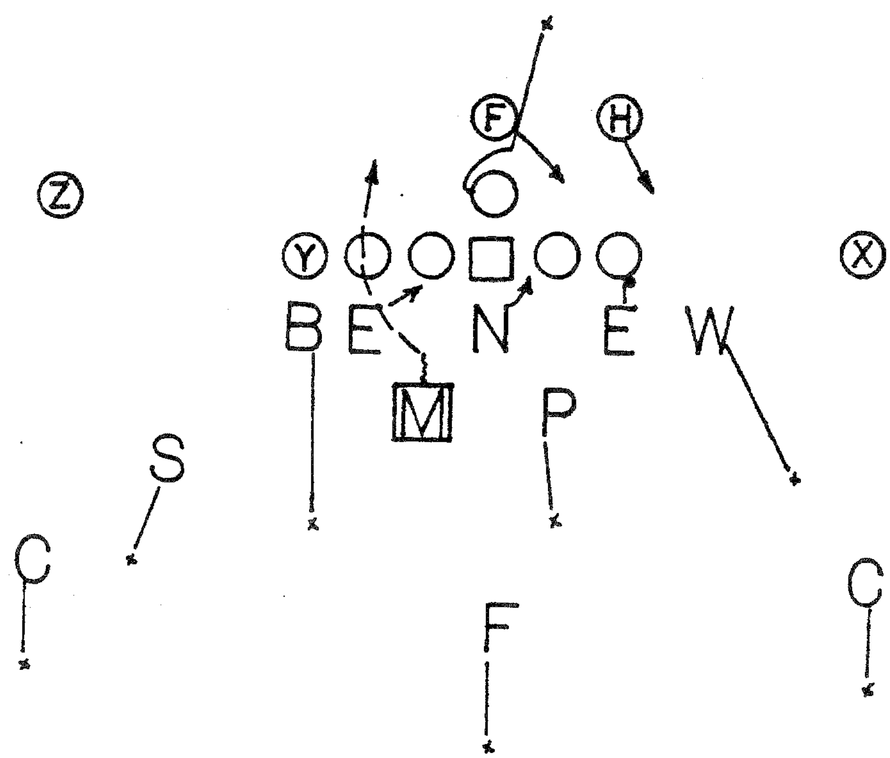
EXAMPLE:



SPECIFICS OF DEFENSE - CONTINUED

3. GO (HUDDLE CALL): THE TERM GO TELLS AN INSIDE LINEBACKER TO CARRY OUT HIS PASS RUSH RESPONSIBILITY ON THE SNAP OF THE BALL, REGARDLESS OF BACKFIELD ACTION. WHEN MAKING THE GO CALL, PASS IS ANTICIPATED. WHEN USED AS A HUDDLE CALL, THE TERM GO WOULD BE GIVEN FOLLOWING THE FRONT CALL AND PRIOR TO THE COVERAGE CALL, SUCH AS: "FLIP SLANT INSIDE GO 3".

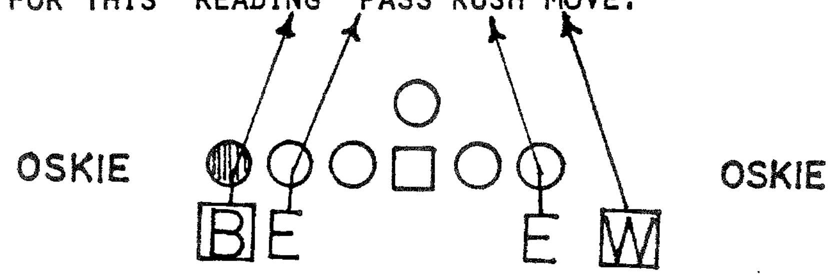
EXAMPLE:



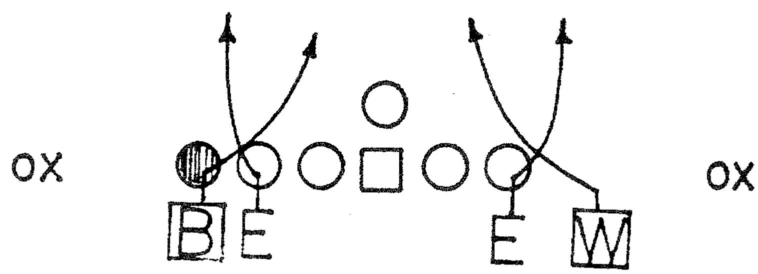
SPECIFICS OF DEFENSE - CONTINUED

4. BUCK (WHIP) PASS RUSH:

4-1. SHOULD BUCK OR WHIP BE IN THE CHARGE AND PASS DEVELOPES, BASIC PASS RUSH RELATIONSHIP TO THE DEFENSIVE END WILL BE WITH THE BUCK (WHIP) RUSHING OUTSIDE, WITH RESPONSIBILITY FOR CONTAIN AND THE END ON AN INSIDE RUSH MOVE. OSKIE, IS THE TERM USED FOR THIS "READING" PASS RUSH MOVE.

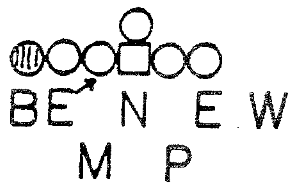


4-2. AS A CHANGE UP, THE BUCK OR WHIP CAN MAKE AN OX CALL TO THE END. THIS WILL PUT THE END ON AN OUTSIDE PASS RUSH MOVE AND THE BUCK (WHIP) WILL TAKE AN INSIDE RUSH MOVE.



STUNTS

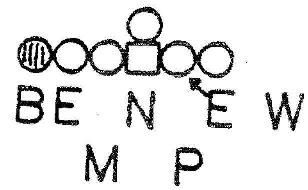
SEAL



SOLID END: RAM TECHNIQUE.

MIKE: FLOW SOLID, DEFEND SOLID "C" GAP.

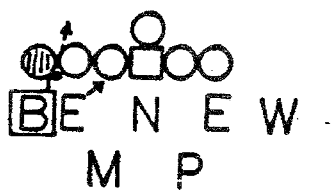
FIRE



FLEX END: RAM TECHNIQUE.

PLUGGER: FLOW FLEX, DEFEND FLEX "C" GAP.

SQUEEZE

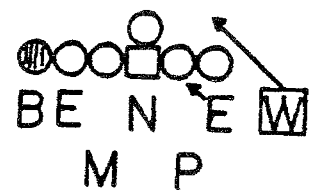


SOLID END: RAM TECHNIQUE.

BUCK: ATTACK AND CONTROL SOLID "C" GAP; TAKE ON BLOCKS WITH OUTSIDE SHOULDER.

MIKE: FLOW SOLID, SCRAP TO BALL (FILL).

FLAME

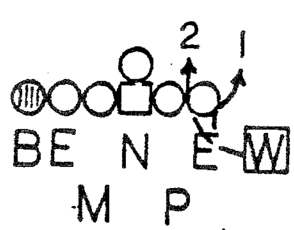


FLEX END: RAM TECHNIQUE.

WHIP: ATTACK AND CONTROL ALL BLOC WITH OUTSIDE SHOULDER (RESPONSIBLE FOR CONTAIN AN REVERSE).

PLUGGER: FLOW FLEX; SCRAP TO BALL

AX



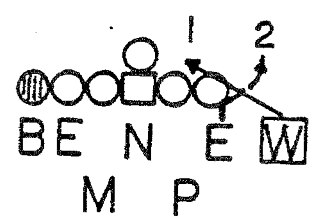
END: RESPONSIBLE FOR FORCE, CONTAIN AND REVERSE.

OUTSIDE LB: ATTACK "B" GAP.

INSIDE LB: FLOW TO, INSURE "B" GAP TO BALL.

****IF CALLED SOLID, STATED: SOLID AX (CAN ALSO CALL DBL AX).

KNIFE



END: RESPONSIBLE FOR FORCE, CONTA AND REVERSE.

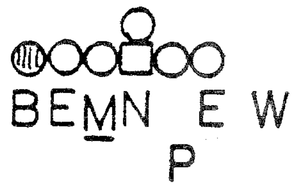
OUTSIDE LB: ATTACK FLAT, DOWN LOS TAKE ON ALL BLOCKS WITH OUTSIDE SHOULDER (VERSUS "U", AUTO TO FLAME).

INSIDE LB: FLOW TO, INSURE "B" GAP TO BALL.

****RUN ONLY FLEX SIDE.

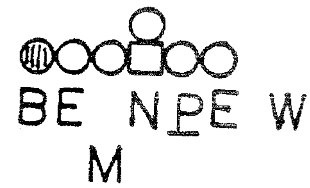
STUNTS

MACHO



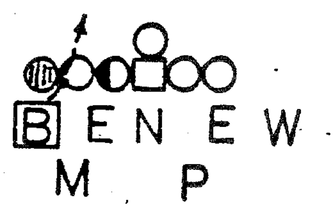
MIKE: ASSUME A POSITION COVERING THE SOLID GUARD AND TAKING ALL OF THE BALL (ALIGN ON L.O.S.); MIKE, MAY OR MAY NOT BE IN "CHARGE".

PONCHO



PLUGGER: ASSUME A POSITION COVERING THE SOLID GUARD AND TAKING ALL OF THE BALL (ALIGN ON L.O.S - PLUGGER, MAY OR MAY NOT BE IN "CHARGE".

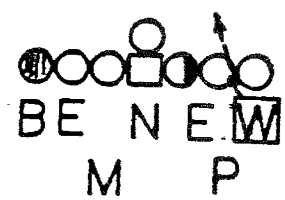
BITE (HAWK)



BUCK: ATTACK AND CONTROL THE SOLID "C" GAP; TAKE ON BLOCKS WITH OUTSIDE SHOULDER.

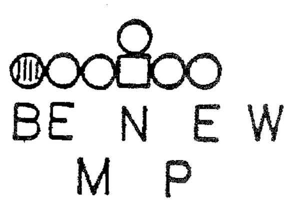
MIKE: RESPONSIBLE FOR "FILL" VERSUS RUNS SOLID.

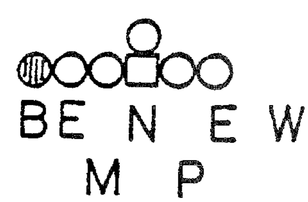
WIGGLE (EAGLE)



WHIP: ATTACK AND CONTROL THE SOLI "C" GAP; TAKE ON BLOCKS WIT OUTSIDE SHOULDER.

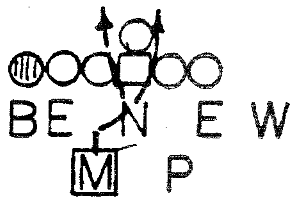
PLUGGER: RESPONSIBLE FOR "FILL" VERSUS RUNS FLEX.





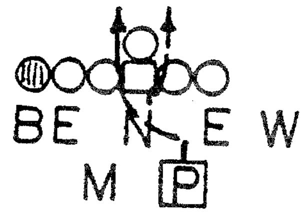
PASS RUSH MANEUVERS

MIX



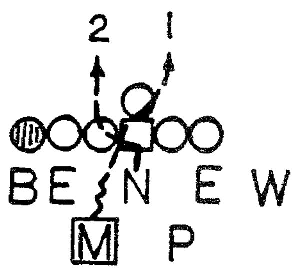
NOSE: RUSH SOLID "A".
MIKE: RUSH FLEX "A".

POX



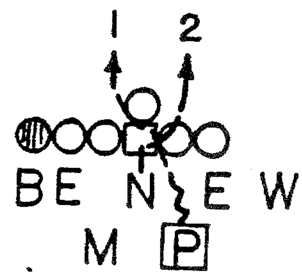
NOSE: RUSH FLEX "A".
PLUGGER: RUSH SOLID "A".

MAT



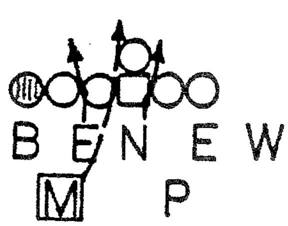
MIKE: RUSH THROUGH CENTER WORKING TO FLEX "A".
NOSE: AFTER "MIKE" CLEARS, RUSH THROUGH SOLID GUARD.

PIT



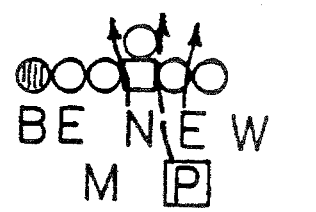
PLUGGER: RUSH THROUGH CENTER WORKING TO SOLID "A".
NOSE: AFTER "PLUGGER" CLEARS, RUSH THROUGH FLEX GUARD.

MOM (HAWK)



SOLID END: RUSH THROUGH OUTSIDE EDGE OF GUARD (MAY OR MAY NOT HAVE CONTAIN).
MIKE: ATTACK AND RUSH SOLID "A".
NOSE: RUSH FLEX "A" GAP.

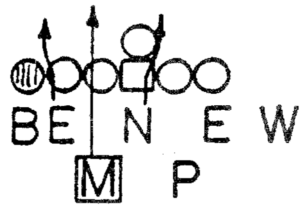
POP (EAGLE)



FLEX END: RUSH THROUGH OUTSIDE EDGE OF GUARD (MAY OR MAY NOT HAVE CONTAIN).
PLUGGER: ATTACK AND RUSH FLEX "A"
NOSE: RUSH SOLID "A" GAP.

PASS RUSH MANEUVERS

INSIDE (MIKE) "GO"

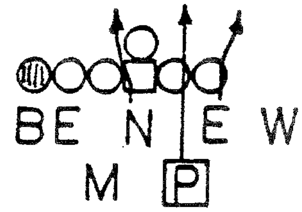


SOLID END: OUTSIDE RUSH (CONTAIN).

MIKE: RUSH THROUGH SOLID GUARD.

NOSE: RUSH FLEX "A" GAP.

INSIDE (PLUGGER) "GO"

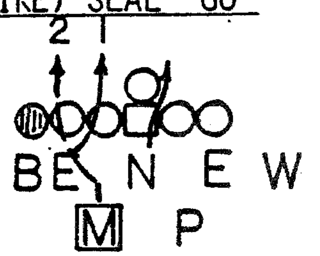


FLEX END: OUTSIDE RUSH (CONTAIN).

PLUGGER: RUSH THROUGH FLEX GUARD.

NOSE: RUSH SOLID "A" GAP.

INSIDE (MIKE) SEAL "GO"

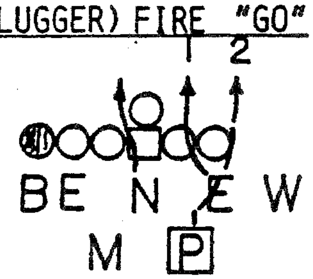


SOLID END: RUSH THROUGH SOLID GUARD.

MIKE: RUSH OUTSIDE EDGE OF SOLID TACKLE (CONTAIN).

NOSE: RUSH FLEX "A" GAP.

INSIDE (PLUGGER) FIRE "GO"

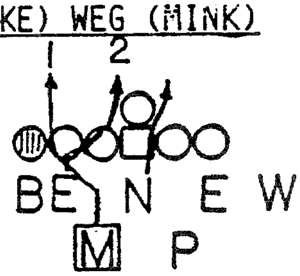


FLEX END: RUSH THROUGH FLEX GUARD

PLUGGER: RUSH OUTSIDE EDGE OF FLE TACKLE (CONTAIN).

NOSE: RUSH SOLID "A" GAP.

INSIDE (MIKE) WEG (MINK)

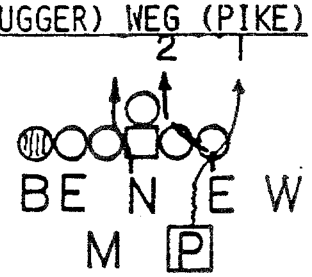


MIKE: ATTACK THROUGH SOLID TACKLES OUTSIDE EDGE. (CONTAIN).

SOLID END: AFTER "MIKE" CLEARS, RUSH THROUGH SOLID GUARD.

NOSE: RUSH FLEX "A" GAP.

INSIDE (PLUGGER) WEG (PIKE)



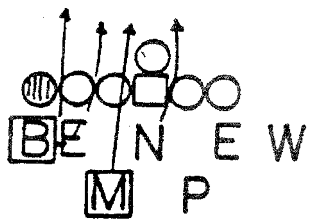
PLUGGER: ATTACK THROUGH FLEX TACKLES OUTSIDE EDGE (CONTAIN).

FLEX END: AFTER "PLUGGER" CLEARS, RUSH THROUGH FLEX GUARD

NOSE: RUSH SOLID "A" GAP.

PASS RUSH MANEUVERS

HUSKY (BUCK)



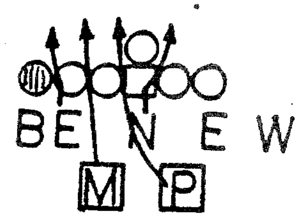
SOLID END: OUTSIDE RUSH (CONTAIN).

BUCK: RUSH "B" GAP.

MIKE: RUSH "A" GAP.

NOSE: RUSH THROUGH CENTER AND WORK FLEX "A".

HUSKY

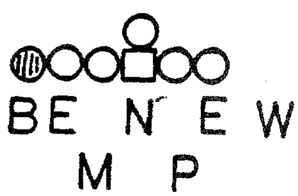


SOLID END: OUTSIDE RUSH (CONTAIN)

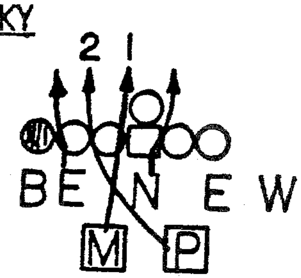
MIKE: RUSH OUTSIDE EDGE OF SOLID GUARD.

PLUGGER: RUSH SOLID "A" GAP.

NOSE: RUSH THROUGH CENTER AND WOR FLEX "A".



CROSS HUSKY

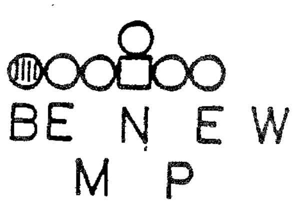


SOLID END: OUTSIDE RUSH (CONTAIN)

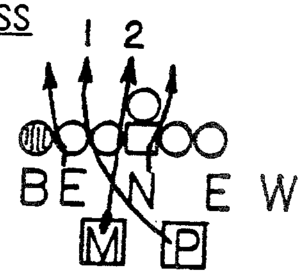
MIKE: RUSH THROUGH SOLID GUARD ON INNER EDGE.

PLUGGER: AFTER MIKE CLEARS, ATTAC SOLID "B" GAP.

NOSE: RUSH THROUGH CENTER AND WOR FLEX "A".



DELAY CROSS HUSKY



SOLID END: OUTSIDE RUSH (CONTAIN)

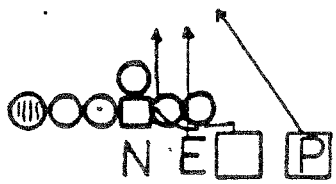
PLUGGER: RUSH THROUGH SOLID GUARD OUTER EDGE.

MIKE: AFTER PLUGGER CLEARS, ATTAC SOLID "A" GAP.

NOSE: RUSH THROUGH CENTER AND WOR FLEX "A".

PASS RUSH MANEUVERS

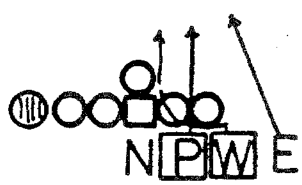
PAX:



ALIGN: EAGLE
FLEX/END & WHIP: AX
PLUGGER: STEM & DOG



TEMPE:



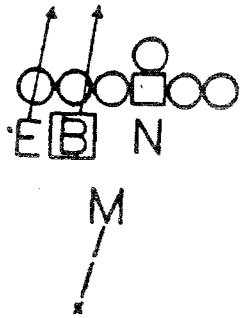
ALIGN: PHOENIX
PLUGGER & WHIP: TOUGH & AX
FLEX/END: DOG





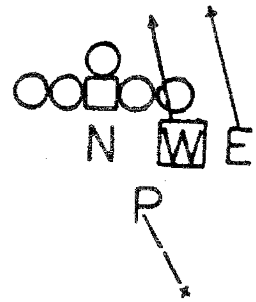


DENVER



BUCK & END SWAP ALIGNMENTS AND OSKIE PASS RUSH.
****CAN BE RUN SOLID/FLEX AND LEFT/ RIGHT.

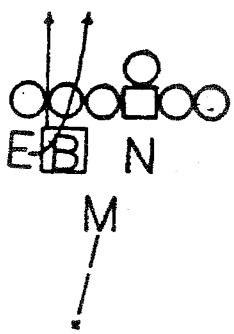
PHOENIX



WHIP & END SWAP ALIGNMENTS & OSKIE PASS RUSH.

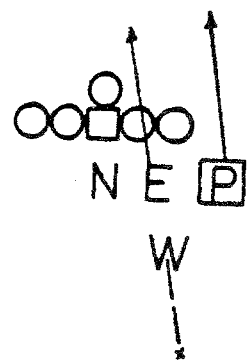
****CAN BE RUN SOLID/FLEX AND LEFT RIGHT.

DENVER/AX



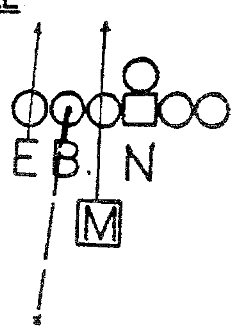
BUCK & END SWAP ALIGNMENTS AND AX.
****CAN BE RUN SOLID/FLEX AND LEFT/ RIGHT.

PIGEON



PLUGGER, WHIP & END "STEM" TO EAGLE ALIGNMENT WITH PLUGGER IN PASS RUSH CONTAIN
****CAN BE RUN SOLID/FLEX AND LEFT RIGHT.

DENVER/MIKE

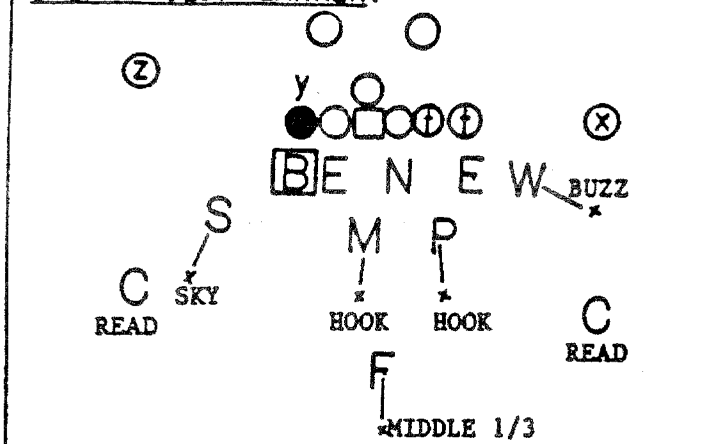


BUCK & END SWAP ALIGMENTS; END, CONTAIN; MIKE RUSH OVER GUARD; BUCK IN COVERAGE.
****CAN BE RUN SOLID/FLEX AND LEFT/ RIGHT.



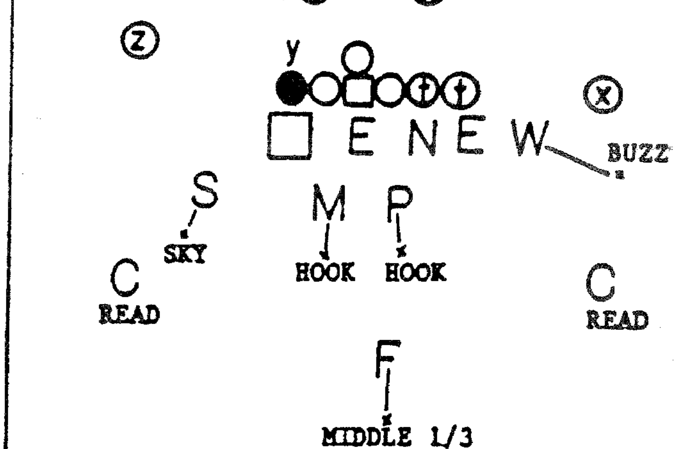
ADJUSTMENTS VERSUS UNBALANCED

UNBALANCED/FLANKER:



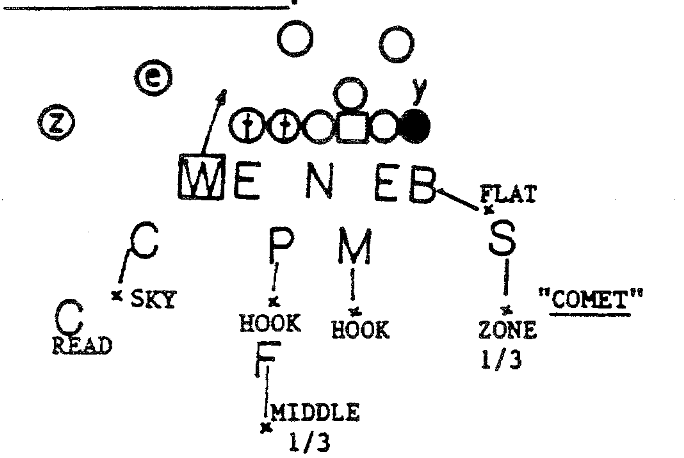
AUTO: "NEBRASKA" & line slides to unbalanced side making the "UNBALANCED/GUARD" the center.

UNBALANCED/LEFT: "ELEPHANT/TUSK"



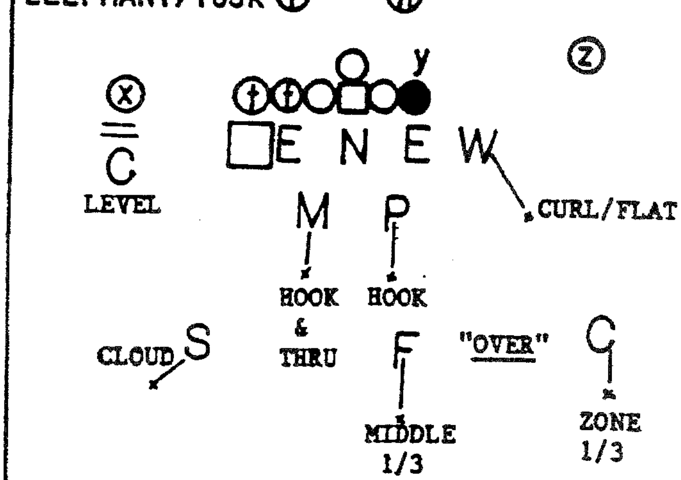
AUTO TUSK: If UNBALANCED to the RIGHT, LINE "SPAIN" RIGHT.

UNBALANCED/SLOT:



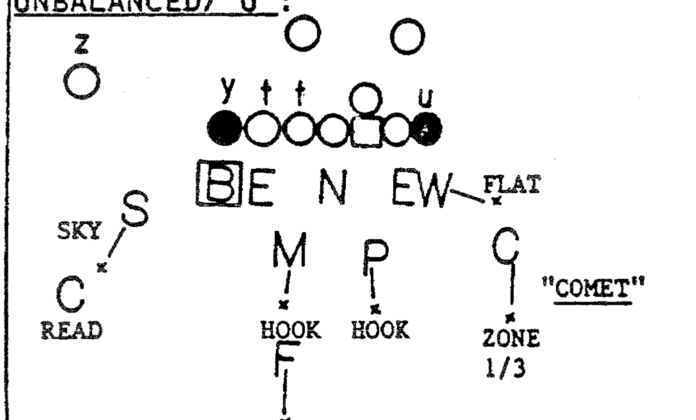
AUTO: "NEBRASKA" & line slides to unbalanced side making the "UNBALANCED/GUARD" the center.

UNBALANCED/RIGHT: "ELEPHANT/TUSK"



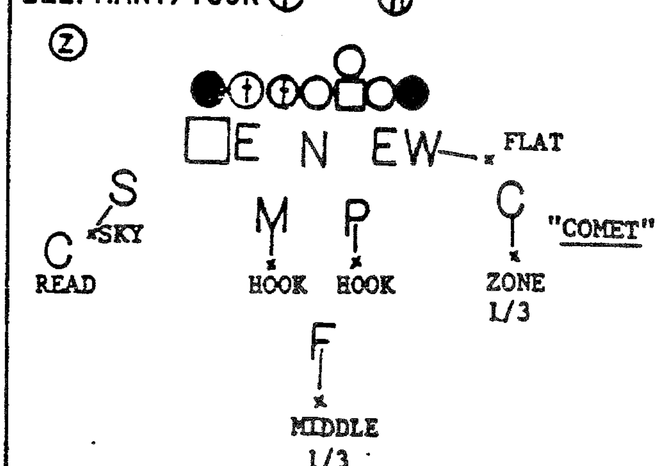
****AUTO: TUSK

UNBALANCED/"U":



AUTO: "NEBRASKA" & line slides to unbalanced side making the "UNBALANCED/GUARD" the center.

"U"/UNBALANCED/LEFT: "ELEPHANT/TUSK"



****AUTO: TUSK

2 MINUTE DEFENSE

IMPORTANT RULES (TEAM CAPTAINS MUST KNOW!)

CLOCK STARTS WITH REFEREE'S SIGNAL:

MEASUREMENT FOR FIRST DOWN.
PASSER SACKED BEHIND L.O.S.
LATERAL PASS THAT GOES OUT OF BOUNDS.
ANY DELAY NOT CAUSED BY EITHER TEAM.
ALL EXCESS (MORE THAN 3) TIME-OUTS.

CLOCK STARTS ON CENTER SNAP:

INCOMPLETE PASS.
RUNNER OR RECEIVER OUT OF BOUNDS.
A FOUL.
CHANGE OF POSSESSION.
AFTER A TIME-OUT.
AFTER TWO (2) MINUTE WARNING.

BEFORE LAST TWO (2) MINUTES OF EACH HALF:

A TEAM IS PERMITTED THREE (3) TIME-OUTS, BUT CAN BUY EXCESS TIME-OUTS WITH A FIVE (5) YARD PENALTY. IF A PLAYER IS INJURED, AND THE INJURED PLAYER IS REMOVED FROM THE GAME, NO TIME-OUT IS CHARGED. IF INJURED PLAYER REMAINS IN GAME, A TIME-OUT IS CHARGED.

DURING LAST TWO (2) MINUTES OF EACH HALF:

TIME-OUTS IN EXCESS OF THREE (3) ARE NOT PERMITTED. IF ALL THREE (3) TIME-OUTS HAVE BEEN USED AND A PLAYER IS INJURED, THE CLOCK IS STOPPED, THE INJURED PLAYER MUST BE REMOVED:

A. IF THE TEAM IS AHEAD, NO PENALTY. CLOCK STARTS ON REFEREE'S READY SIGNAL.

B. IF SCORE IS TIED OR TEAM IS BEHIND, A TEN (10) SECOND PENALTY IS ASSESSED. HALF OR GAME MAY END. ANY SUBSEQUENT TIME-OUT TO REMOVE AN INJURED PLAYER IS PENALIZED TEN (10) SECONDS AND FIVE (5) YARDS BEFORE THE SNAP IS PERMITTED.

C.P.: WITH SECONDS REMAINING IN HALF OR GAME, IF OPPONENTS FAIR CATCH OUR PUNT AND ATTEMPT A FIELD GOAL (FREE - KICK), DEFENSIVE TEAM WILL HUDDLE IN THE CORNER OF THE END ZONE TO OUR SIDE OF THE FIELD. (ABSOLUTELY NO RETURN ATTEMPT!)

2 MINUTE DEFENSE - CONTINUED

KNOW HOW TO SAVE TIME (WHEN BEHIND IN SCORE):

DO NOT FOUL!

WHENEVER POSSIBLE, KNOCK BC OUT OF BOUNDS.

TACKLE THE BALL. TRY TO CAUSE A FUMBLE.

WHEN TIME-OUTS MUST BE CALLED, DO SO IMMEDIATELY AFTER BALL IS BLOWN DEAD.

CALL TIME-OUTS ONLY WHEN CLOCK IS RUNNING.

WHEN ONLY A FEW SECONDS REMAIN IN HALF OR GAME AND A FIELD GOAL IS A POSSIBILITY, FAIR CATCH PUNT GIVING US A FREE KICK OPPORTUNITY.

USE WHEN FIELD GOAL WILL WIN OR TIE:

CALLING TIME-OUTS BEFORE 2 MINUTE WARNING (SAVE ONE).

WITH APPROXIMATELY 2 MINUTES 30 SECONDS IN HALF OR GAME, CALL TIME-OUT AFTER FIRST AND SECOND DOWN PLAYS. AFTER 3RD DOWN PLAY, LET CLOCK RUN TO 2 MINUTE WARNING (CLOCK STOPS). ON SUBSEQUENT PUNT, CLOCK STOPS ON CHANGE OF POSSESSION. THIS GIVES BALL TO OFFENSE, ONE (1) TIME OUT.

USE WHEN TD NEEDED TO WIN OR TIE:

CALLING TIME-OUTS BEFORE 2 MINUTE WARNING (USE ALL THREE (3)).

WITH APPROXIMATELY 2 MINUTES 45 SECONDS IN HALF OR GAME, CALL TIME-OUT QUICKLY AFTER FIRST, SECOND, AND THIRD DOWN PLAYS. THESE THREE (3) PLAYS SHOULD USE ABOUT 15 SECONDS. ON SUBSEQUENT PUNT, CLOCK STOPS ON CHANGE OF POSSESSION. THIS GIVES BALL TO OFFENSE WITH NO TIME-OUTS BUT WITH 2 MINUTE WARNING AS BONUS TIME-OUT.

KNOW HOW TO USE TIME (WHEN AHEAD IN SCORE):

DO NOT FOUL!

KEEP THE BC IN BOUNDS.

BE DELIBERATE (NOT SLOW) IN UNPILING AND MOVING TO THE L.O.S. BUT DO NOT BE SO SLOW AS TO HAVE REFEREE PENALIZE US FOR DELAY OF GAME. (78 RULE CHANGE)

DO NOT CALL TIME OUT.

C.P.: IF OPPONENTS ALIGN IN PUNT FORMATION ON 4TH DOWN, WE MAY KEEP DEFENSIVE TEAM IN GAME. LET THE BALL ROLL DEAD! (NO PUNT RETURN). ALL DEFENSIVE PERSONNEL STAY AWAY FROM THE BALL!

TYPES OF FORCE

SOLID SIDE FORCE: ON THE FLANKER SIDE, WE WILL HAVE THREE (3) KINDS OF FORCE. THE S-SAFETY WILL BE RESPONSIBLE FOR CALLING THIS FORCE.

CLOUD -- CORNER FORCE; S-SAFETY RUN-PASS.

SKY -- S-SAFETY FORCE; CORNER RUN-PASS.

NOTE: CERTAIN COVERAGES WILL DEMAND A SPECIFIC TYPE OF FORCE. HOWEVER, THE ARBITRARY USE OF CLOUD OR SKY FORCE WILL BE GOVERNED BY THESE FACTORS:

-- USE SKY FORCE UNLESS THE Z-MAN IS IN A POSITION TO CRACK BLOCK ON SAFETY. BE ALERT FOR Z-MOTION TO CLOSE (MAY CHANGE FROM SKY TO CLOUD FORCE).

-- CLOUD FORCE UNLESS THE Z-MAN IS SO WIDE THE SAFETY COULD NOT COVER HIM ON A GO ROUTE.

-- IF SKY OR CLOUD FORCE AND Y-RELEASE OUTSIDE, LB OR DE WILL ASSUME FORCE.

LIGHTNING -- LB FORCE; CORNER COVER RUN-PASS.
(THUNDER)

FLEX SIDE FORCE (FLEX WEAK): WHEN IN THREE (3) DEEP TYPE COVERAGES THE WHIP (UNLESS SPECIAL STUNT) WILL HAVE FORCE. WHEN PLAYING CLOUD OR F/S SKY, THE SECONDARY WILL HELP WITH FORCE.

RUN SUPPORT: STOPPING END RUN AND RUN-PASS

FIVE (5) ELEMENTS OF SUCCESSFUL RUN SUPPORT:

FORCE MAN (CONTAIN)
FILL MAN (CUT BACK)
RUN-PASS COVERAGE ONSIDE AND OFFSIDE
TEAM PURSUIT
CHASE (BOOTLEG OR REVERSE)

1. FORCE: RESPONSIBILITY OF MEETING END RUN AS QUICKLY AS POSSIBLE, FORCING THE CUTBACK, MAKING THE TACKLE, OR FORCING B.C. TO BOUNCE OUTSIDE SO DEEP THAT HE IS VULNERABLE TO PURSUIT.

   KEY - CONCENTRATE ON KEY. WHEN KEY INDICATES RUN, REACT QUICKLY.

   TECHNIQUE - FORCE AT AN ANGLE TO INSIDE. TRY TO GET 1 - 2 YARDS ACROSS L.O.S. MEET AND NEUTRALIZE LEAD BLOCKER BEFORE HE CAN TURN UPFIELD. KEEP OUTSIDE LEG AND ARM FREE. DO NOT TRADE ONE FOR ONE. MAKE TACKLE ON B.C. WHO BOUNCES OUTSIDE. IF OPTION PLAY, TAKE PITCHOUT MAN.

2. FILL (CUT BACK): AREA BETWEEN FORCE AND PURSUIT.

   KEY - BLOCKING PATTERN OF KEY WILL INDICATE END RUN.

   TECHNIQUE - DESTROY BLOCKING PATTERN. FIGHT ALONG L.O.S. DO NOT BE FORCED OUTSIDE CUTBACK AREA. BE IN POSITION TO MAKE TACKLE AS FORCE TURNS B.C. INSIDE. IF OPTION PLAY, TAKE THE QB.

3. RUN-PASS SUPPORT: CORNER OR SAFETY WHO IS RESPONSIBLE FOR PLAY-PASS COVERAGE.

   KEY - ELIGIBLE RECEIVER - IF HE RELEASES, COVER HIM UNTIL B.C. CROSSES L.O.S. IF HE SUCCESSFULLY CRACKS (BLOCKS) ON OUR FORCE MAN, YOU BECOME FORCE.

RUN SUPPORT: STOPPING END RUN AND RUN-PASS - CONTINUED

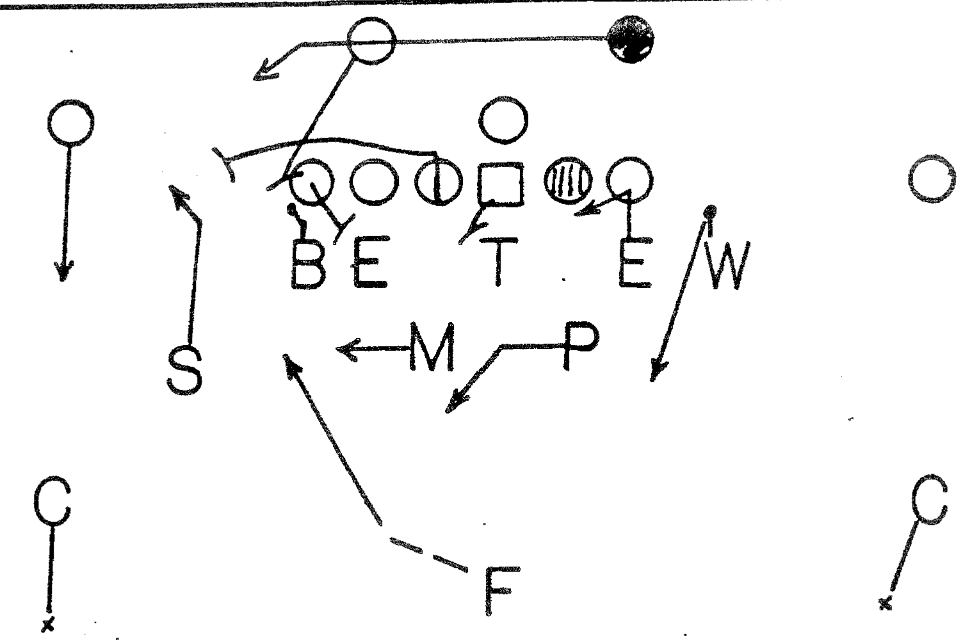
4. PURSUIT: AFTER FULFILLING PRIMARY RESPONSIBILITY, EACH PLAYER MUST GET TO THE BALL. NEUTRALIZE AND RELEASE QUICKLY FROM BLOCK. AVOID RUNNING AROUND BLOCKS. DO NOT GET "BLOWN-OFF" SO THAT OTHER PURSUIT MEN MUST RUN AROUND YOU. TAKE PROPER PURSUIT ANGLE. THE FARTHER YOU ARE FROM THE BALL, THE GREATER YOUR ANGLE OF PURSUIT. ALWAYS BE DEEPER THAN PURSUIT MAN TO YOUR OUTSIDE. B.C. SHOULD BE TO YOUR OUTSIDE. AS B.C. CUTS BACK INSIDE, BREAK DOWN AND TACKLE.

5. STRONGSIDE FLOW (WEAKSIDE REVERSE): IF STRONGSIDE FLOW, CONTAIN MAN WILL HAVE REVERSE (BOOTLEG) RESPONSIBILITY TO WEAKSIDE.

   IF "E/Z", DE HAS REVERSE (BOOTLEG) RESPONSIBILITY.

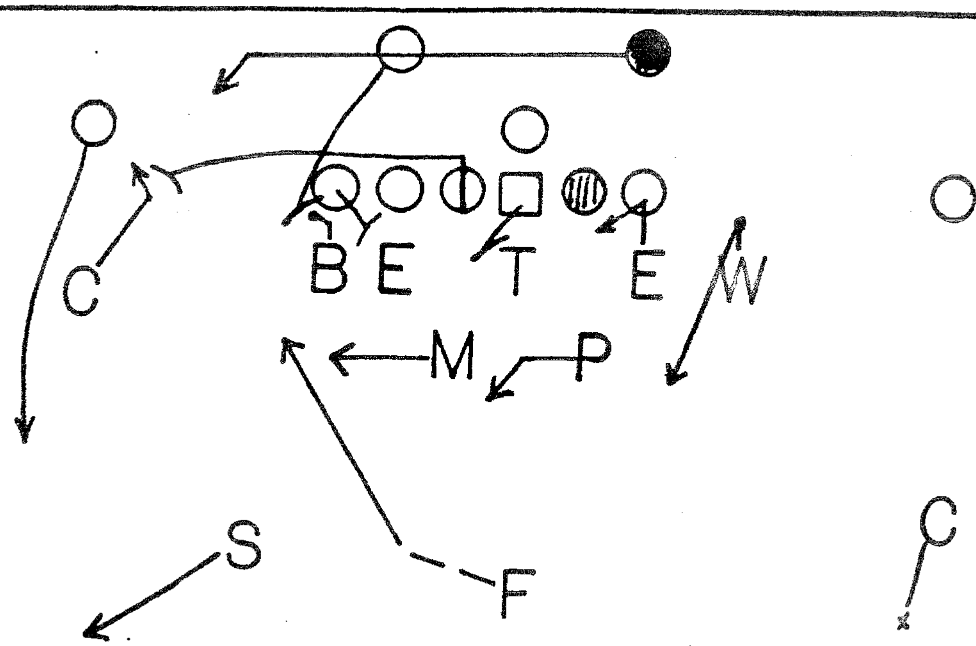
6. WEAKSIDE FLOW (STRONGSIDE REVERSE): SAME AS ABOVE.

RUN SUPPORT VERSUS SWEEP STRONGSIDE
(SKY FORCE)



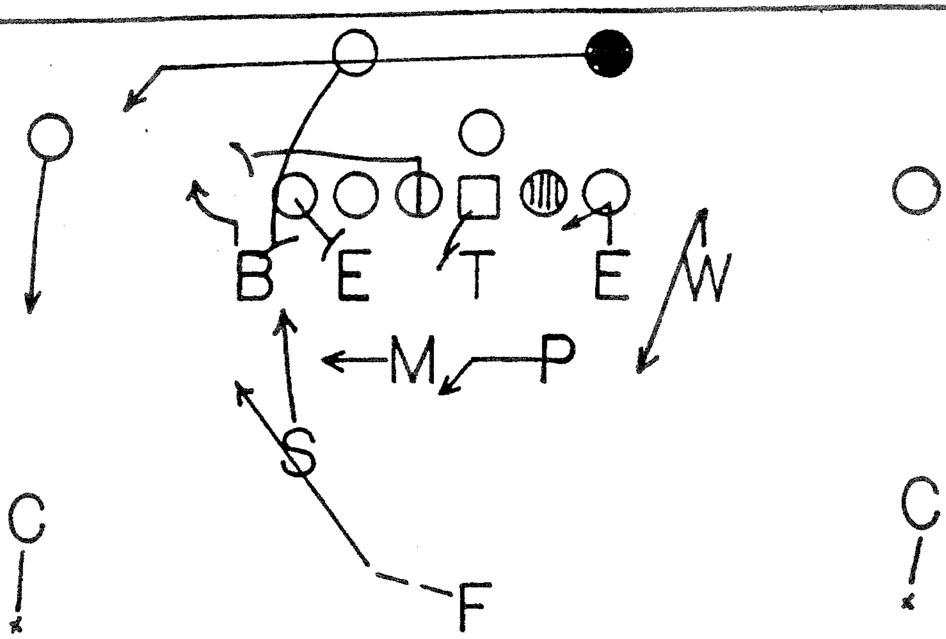
BUCK:	INSIDE FILL.
S-END:	CUT BACK.
MIKE:	FILL
N-TACKLE:	FRONT SIDE.
PLUGGER:	INSIDE LEVERAGE.
W-END:	CUT BACK.
WHIP:	BOOTLEG - REVERSE.
S/C:	PASS FIRST, SECONDARY RUN FORCE.
S/S:	FORCE
F/S:	INSIDE-OUT SUPPORT.
W/C:	SAFETY

RUN SUPPORT VERSUS SWEEP STRONGSIDE
(CLOUD FORCE)



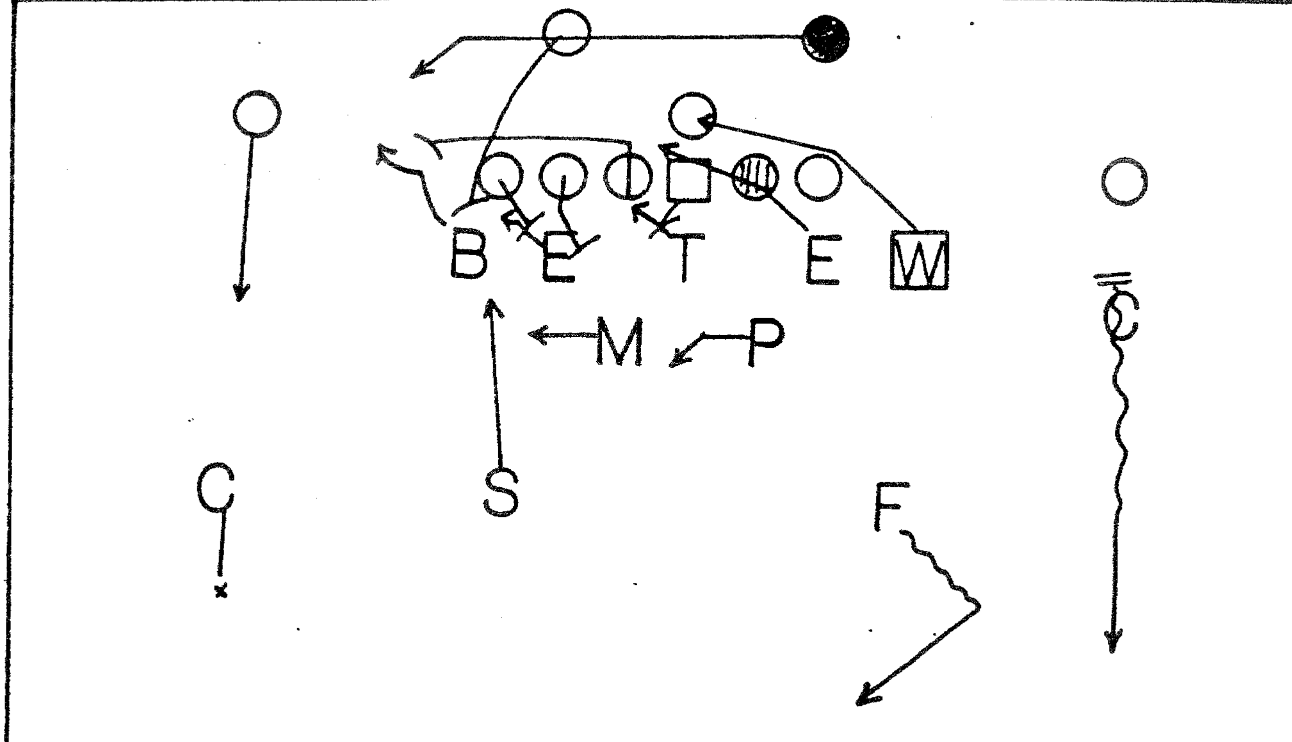
BUCK:	INSIDE FILL.
S-END:	CUT BACK.
MIKE:	FILL
N-TACKLE:	FRONT SIDE.
PLUGGER:	INSIDE LEVERAGE.
W-END:	CUT BACK.
WHIP:	BOOTLEG - REVERSE.
S/C:	FORCE.
S/S:	PASS FIRST; SECONDARY FORCE.
F/S:	INSIDE-OUT SUPPORT.
WC:	SAFETY

RUN SUPPORT VERSUS SWEEP STRONGSIDE
(LIGHTNING FORCE)



BUCK:	FORCE.
S-END:	CUT BACK.
MIKE:	INSIDE FILL.
N-TACKLE:	FRONT SIDE.
PLUGGER:	INSIDE LEVERAGE.
W-END:	CUT BACK.
WHIP:	BOOTLEG - REVERSE.
S/C:	PASS FIRST; SECONDARY FORCE.
S/S:	FILL.
F/S:	INSIDE-OUT SUPPORT.
W/C:	SAFETY.

RUN SUPPORT VERSUS SWEEP STRONGSIDE
(ANGLE STRONG AND COVER 4 CLOUD)



BUCK: FORCE.

S-END: CUT BACK.

MIKE: INSIDE FILL.

N-TACKLE: FRONTSIDE CLEAN.

PLUGGER: INSIDE LEVERAGE.

W-END: CUT BACK.

WHIP: CHASE; FORCE DEEP BOOTS AND REVERSES.

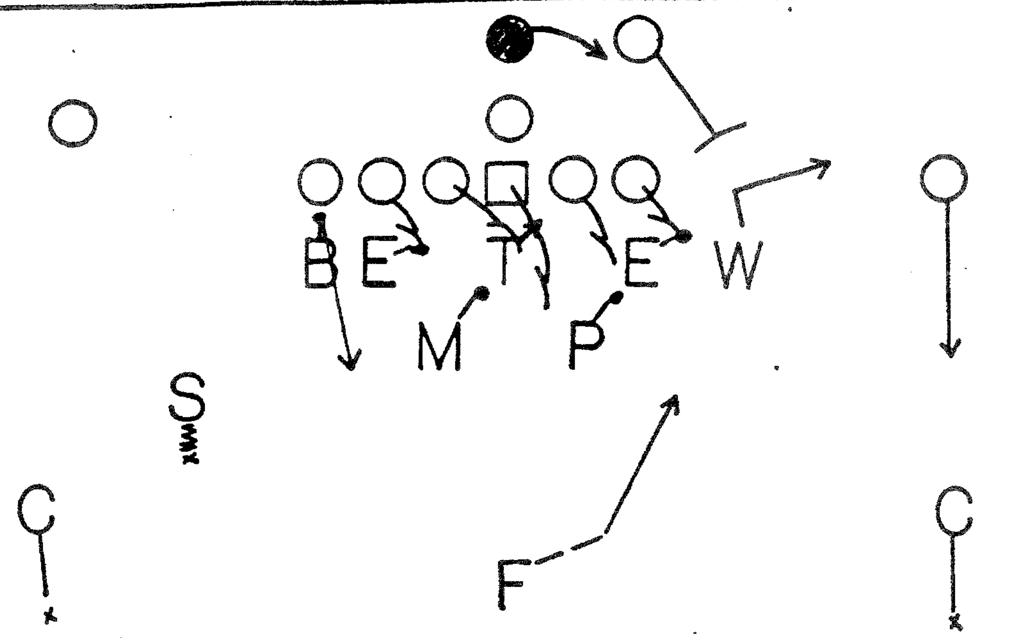
S/C: PASS FIRST; SECONDARY FORCE.

S/S: FILL.

F/S: CLOUD; GUARANTEE 1/3, FLOW MIDDLE TO BALL.

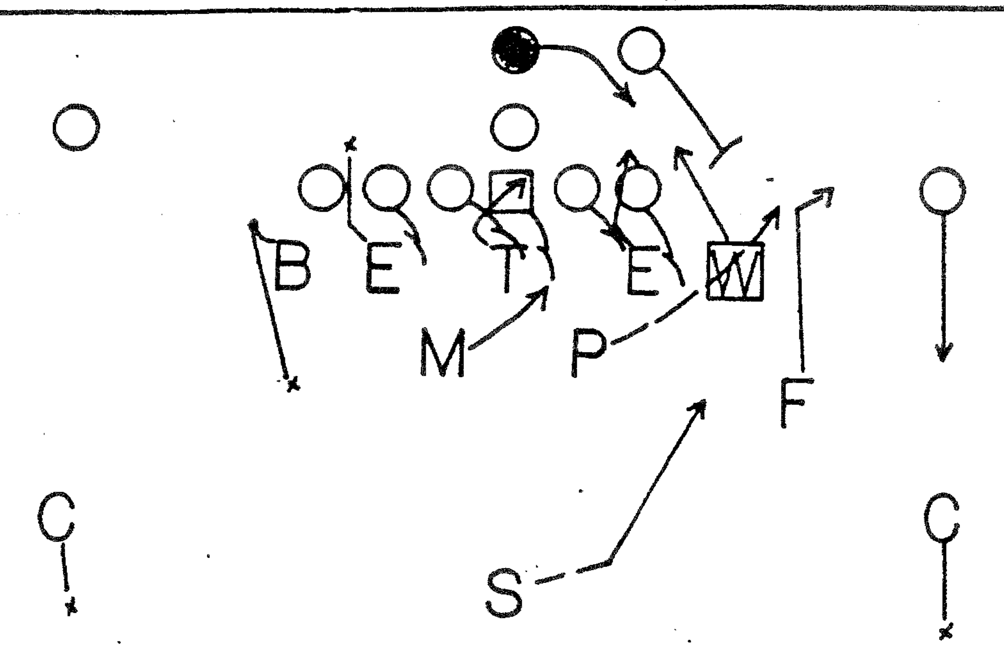
W/C: LEVEL; GET DEPTH INTO 1/3 AND BECOME SAFETY.

RUN SUPPORT VERSUS RUN WEAK
(BASE DEFENSE)



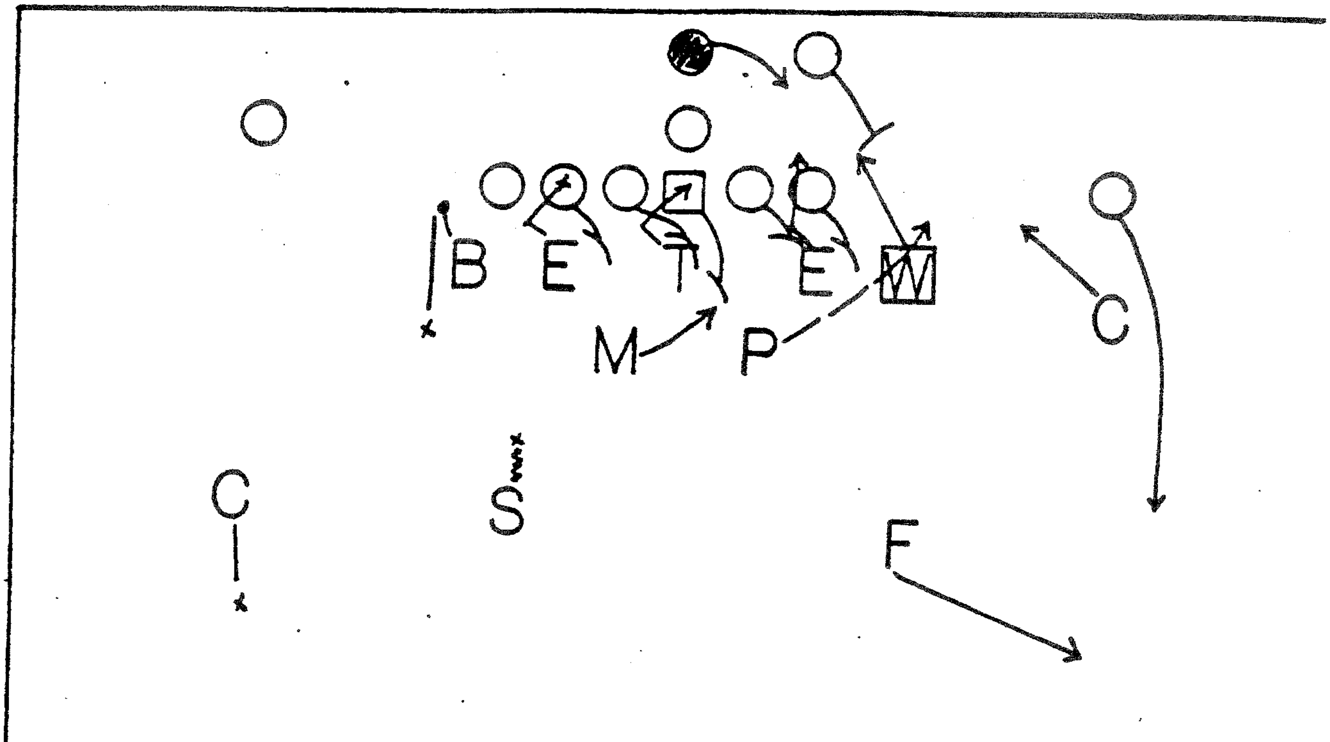
BUCK:	CUT BACK.
S-END:	CUT BACK.
MIKE:	CUT BACK.
N-TACKLE:	FRONT SIDE.
PLUGGER:	INSIDE FILL.
W-END:	FILL.
WHIP:	FORCE.
S/C:	SAFETY.
S/S:	HOLD FOR BOUNCE AND REVERSE.
F/S:	INSIDE-OUT SUPPORT.
W/C:	PASS FIRST; SECONDARY FORCE.

RUN SUPPORT VERSUS RUN WEAK
(ANGLE STRONG AND COVER 4 SKY FORCE)



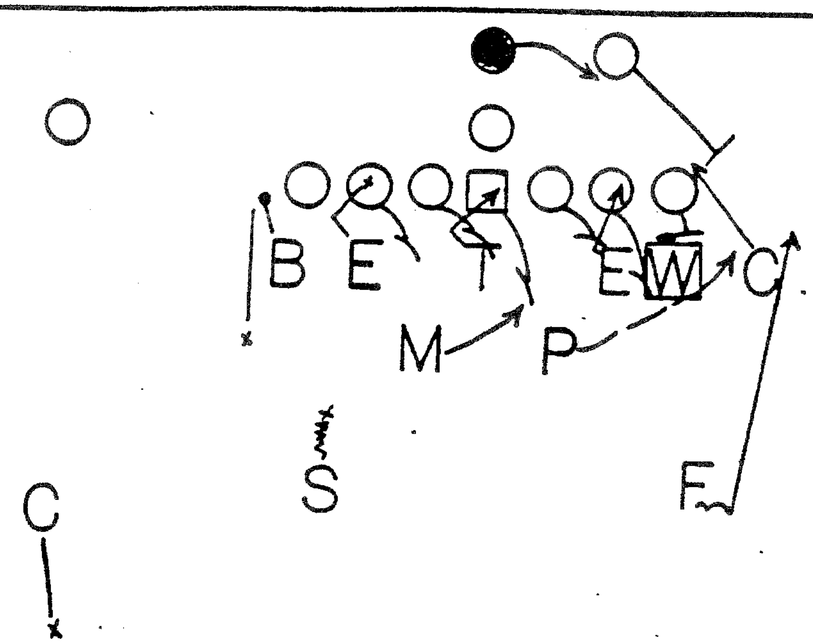
BUCK:	SINK (E/Z WITH END).
S-END:	E/Z, YOU HAVE BOUNCE, CONTAIN AND REVERSE.
MIKE:	ATTACK FLEX "A" - BEAT SCOOPE.
N-TACKLE:	CLOSE BEHIND CENTER TO BALL.
PLUGGER:	FILL
W-END:	CLOSE BEHIND OT TO BALL.
WHIP:	INSIDE FILL; TAKE BLOCKS ON WITH OUTSIDE SHOULDER.
S/C:	SAFETY.
S/S:	INSIDE - OUT SUPPORT.
F/S:	FORCE.
W/C:	PASS FIRST; SECONDARY FORCE.

RUN SUPPORT VERSUS RUN WEAK
(ANGLE STRONG AND COVER 4 CLOUD FORCE)



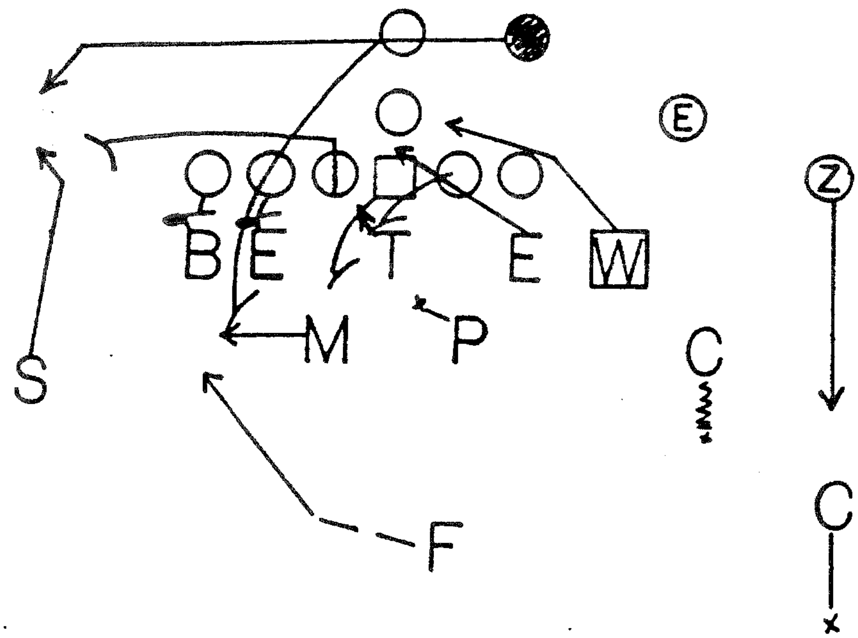
BUCK:	HOLD FOR BOUNCE; YOU HAVE CONTAIN AND REVERSE.
S-END:	CLOSE BEHIND OT CHASE TO BALL.
MIKE:	ATTACK FLEX "A", BEAT SCOOPE.
N-TACKLE:	CLOSE BEHIND CENTER TO BALL.
PLUGGER:	INSIDE - OUT FORCE TO BALL.
W-END:	CLOSE BEHIND OT TO BALL.
WHIP:	FILL; TAKE BLOCKS ON WITH OUTSIDE SHOULDER.
S/C:	SAFETY.
S/S:	HOLD FOR CUT BACK ("B" GAP).
F/S:	PASS FIRST; SECONDARY FORCE.
W/C:	FORCE.

RUN SUPPORT VERSUS RUN WEAK ("U" MAN)
(ANGLE STRONG AND COVER 4 CLOUD FORCE)



BUCK:	HOLD FOR BOUNCE; YOU HAVE CONTAIN AND REVERSE.
S-END:	CLOSE BEHIND OT CHASE TO BALL.
MIKE:	ATTACK FLEX "A", BEAT SCOOPE.
N-TACKLE:	CLOSE BEHIND CENTER TO BALL.
PLUGGER:	INSIDE - OUT FORCE TO BALL.
W-END:	CLOSE BEHIND OT TO BALL.
WHIP:	FILL; TAKE ON BLOCKS WITH OUTSIDE SHOULDER.
S/C:	SAFETY.
S/S:	HOLD FOR CUT BACK ("B" GAP).
F/S:	GUARANTEE "U" MAN; FORCE AND TACKLE BOUNCE.
W/C:	FORCE; TAKE ON BLOCKS WITH OUTSIDE SHOULDER.

RUN SUPPORT VERSUS RUN WEAK (SOLID)
(SLANT WEAK AND 3 DEEP COVERAGE)



BUCK: FILL.

W-END: CUT BACK.

MIKE: OUTSIDE LEVERAGE ON FULLBACK; FILL.

N-TACKLE: FRONT SIDE OF SCOOPE; CHASE TO BALL.

PLUGGER: CUT BACK.

S-END: CUT BACK.

WHIP: CHASE; FORCE DEEP BOOTS AND REVERSES.

S/S: FORCE.

F/S: GUARANTEE "Y"; INSIDE - OUT SUPPORT.

"E"-CORNER: HOLD FOR BOUNCE AND REVERSE.

"Z"-CORNER: SAFETY.

2 MINUTE DEFENSE

IMPORTANT RULES (TEAM CAPTAINS MUST KNOW!)

CLOCK STARTS WITH REFEREE'S SIGNAL:

MEASUREMENT FOR FIRST DOWN.
PASSER SACKED BEHIND L.O.S.
LATERAL PASS THAT GOES OUT OF BRUNDS.
ANY DELAY NOT CAUSED BY EITHER TEAM.
ALL EXCESS (MORE THAN 3) TIME-OUTS.

CLOCK STARTS ON CENTER SNAP:

INCOMPLETE PASS
RUNNER OR RECEIVER OUT OF BOUNDS.
A FOUL
CHANGE OF POSSESSION
AFTER A TIME-OUT
AFTER TWO (2) MINUTE WARNING

BEFORE LAST TWO (2) MINUTES OF EACH HALF:

A TEAM IS PERMITTED THREE (3) TIME-OUTS, BUT CAN BUY EXCESS TIME-OUTS WITH A FIVE (5) YARD PENALTY. IF A PLAYER IS INJURED, AND THE INJURED PLAYER IS REMOVED FROM THE GAME, NO TIME-OUT IS CHARGED. IF INJURED PLAYER REMAINS IN GAME, A TIME-OUT IS CHARGED.

DURING LAST TWO (2) MINUTES OF EACH HALF:

TIME-OUTS IN EXCESS OF THREE (3) ARE NOT PERMITTED. IF ALL THREE (3) TIME-OUTS HAVE BEEN USED AND A PLAYER IS INJURED, THE CLOCK IS STOPPED, THE INJURED PLAYER MUST BE REMOVED:

A- IF THE TEAM IS AHEAD, NO PENALTY. CLOCK STARTS ON REFEREE'S READY SIGNAL.

B- IF SCORE IS TIED OR TEAM IS BEHIND, A TEN (10) SECOND PENALTY IS ASSESSED. HALF OR GAME MAY END. ANY SUBSEQUENT TIME-OUT TO REMOVE AN INJURED PLAYER IS PENALIZED TEN (10) SECONDS AND FIVE (5) YARDS BEFORE THE SNAP IS PERMITTED.

C.P.: WITH SECONDS REMAINING IN HALF OR GAME, IF OPPONENTS FAIR CATCH OUR PUNT AND ATTEMPT A FIELD GOAL (FREE/KICK), DEFENSIVE TEAM WILL HUDDLE IN THE CORNER OF THE END ZONE TO OUR SIDE OF THE FIELD. (ABSOLUTELY NO RETURN ATTEMPT!)

2 MINUTE DEFENSE - CONTINUED)

KNOW HOW TO SAVE TIME (WHEN BEHIND IN SCORE):

DO NOT FOUL!

WHENEVER POSSIBLE, KNOCK BC OUT OF BOUNDS.

TACKLE THE BALL - TRY TO CAUSE A FUMBLE.

WHEN TIME-OUTS MUST BE CALLED, DO SO IMMEDIATELY AFTER BALL IS BLOWN DEAD.

CALL TIME-OUTS ONLY WHEN CLOCK IS RUNNING.

WHEN ONLY A FEW SECONDS REMAIN IN HALF OR GAME AND A FIELD GOAL IS A POSSIBILITY, FAIR CATCH PUNT GIVING US A FREE KICK OPPORTUNITY.

USE WHEN FIELD GOAL WILL WIN OR TIE:

CALLING TIME-OUTS BEFORE 2 MINUTE WARNING (SAVE ONE).

WITH APPROXIMATELY 2 MINUTES 30 SECONDS IN HALF OR GAME, CALL TIME-OUT AFTER FIRST AND SECOND DOWN PLAYS. AFTER 3RD DOWN PLAY, LET CLOCK RUN TO 2 MINUTE WARNING (CLOCK STOPS). ON SUBSEQUENT PUNT, CLOCK STOPS ON CHANGE OF POSSESSION. THIS GIVES BALL TO OFFENSE, ONE (1) TIME OUT.

USE WHEN TOUCHDOWN NEEDED TO WIN OR TIE:

CALLING TIME-OUTS BEFORE 2 MINUTE WARNING (USE ALL THREE (3)).

WITH APPROXIMATELY 2 MINUTES 45 SECONDS IN HALF OR GAME, CALL TIME-OUT QUICKLY AFTER FIRST, SECOND, AND THIRD DOWN PLAYS. THESE THREE (3) PLAYS SHOULD USE ABOUT 15 SECONDS. ON SUBSEQUENT PUNT, CLOCK STOPS ON CHANGE OF POSSESSION. THIS GIVES BALL TO OFFENSE WITH NO TIME-OUTS BUT WITH 2 MINUTE WARNING AS BONUS TIME-OUT.

KNOW HOW TO USE TIME (WHEN AHEAD IN SCORE):

DO NOT FOUL!

KEEP THE BALL CARRIER IN BOUNDS.

BE DELIBERATE (NOT SLOW) IN UNPILING AND MOVING TO THE L.O.S., BUT DO NOT BE SO SLOW AS TO HAVE REFEREE PENALIZE US FOR DELAY OF GAME (78 RULE CHANGE).

DO NOT CALL TIME-OUT.

C.P. IF OPPONENTS ALIGN IN PUNT FORMATION ON 4TH DOWN, WE MAY KEEP DEFENSIVE TEAM IN GAME. LET THE BALL ROLL DEAD! (NO PUNT RETURN). ALL DEFENSIVE PERSONNEL STAY AWAY FROM THE BALL!

2 MINUTE SITUATION

AUTOMATIC ORDER (FIELD):

1- NICKEL COVER TENT

2- NICKEL COVER 7 (RENO/RENO)

3- NICKEL COVER ZAP

AUTOMATIC ORDER (RED/ZONE):

1- NICKEL COVER 5 (FINGERS)

2- NICKEL "CASINO"

3- NICKEL COVER LOCO/LEFT

RULES:

1- GET AS MANY TACKLERS TO THE BALL AS POSSIBLE; LAY ON THE BALL CARRIER

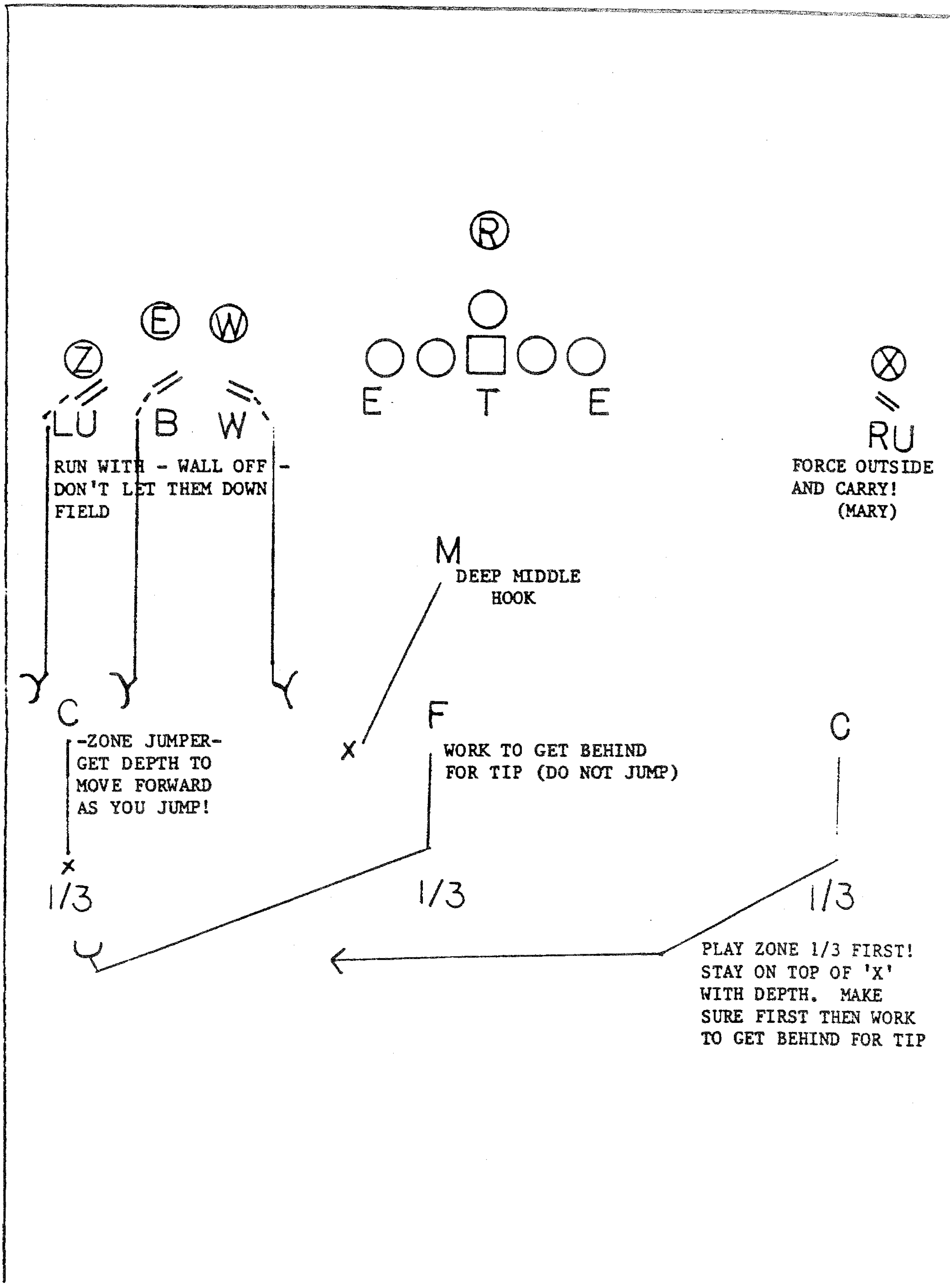
2- KEEP THE MAN WITH THE BALL IN BOUNDS

3- NO PASS RUSH GAMES

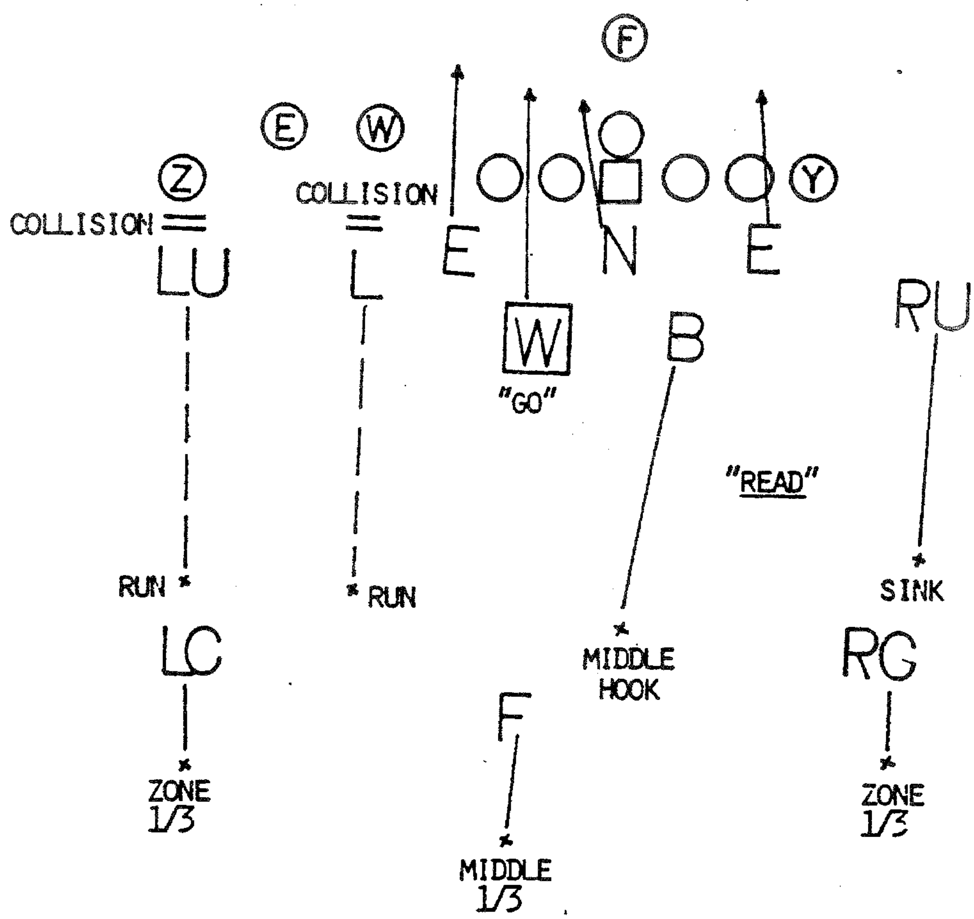
4- NO PENALTIES

**** 5- PLAY WITH URGENCY

UTAH VERSUS MAY/DAY

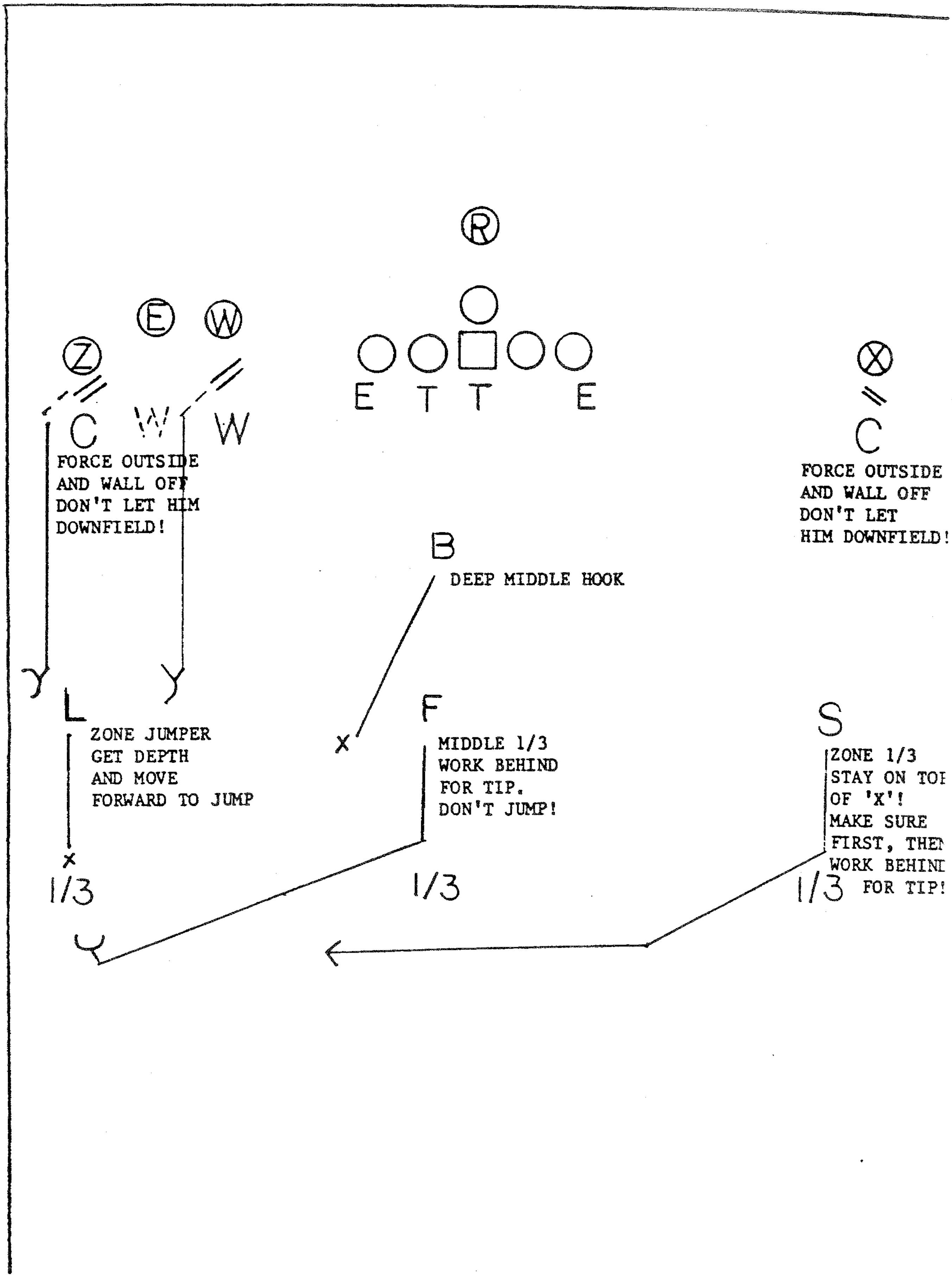


UTAH VERSUS MAY DAY

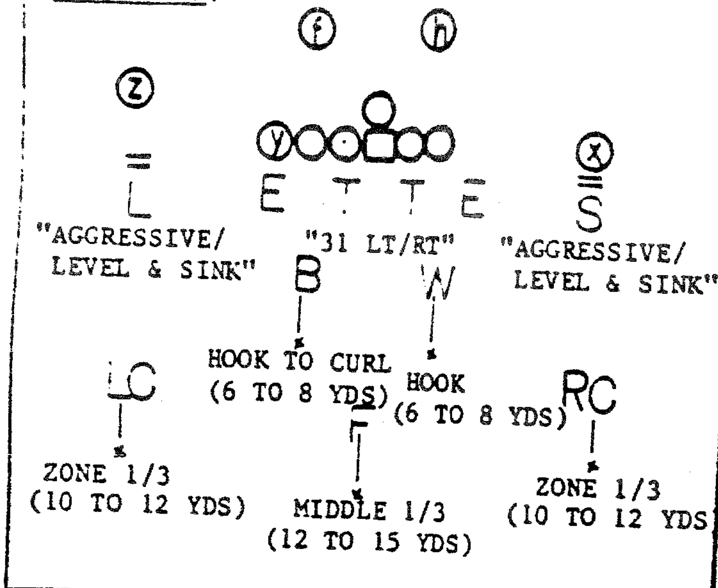


1- <u>LURK</u> AND <u>UP</u> DEFENDERS TO "MAY/DAY" SIDE, COLLISION AND RUN WITH RECEIVERS.

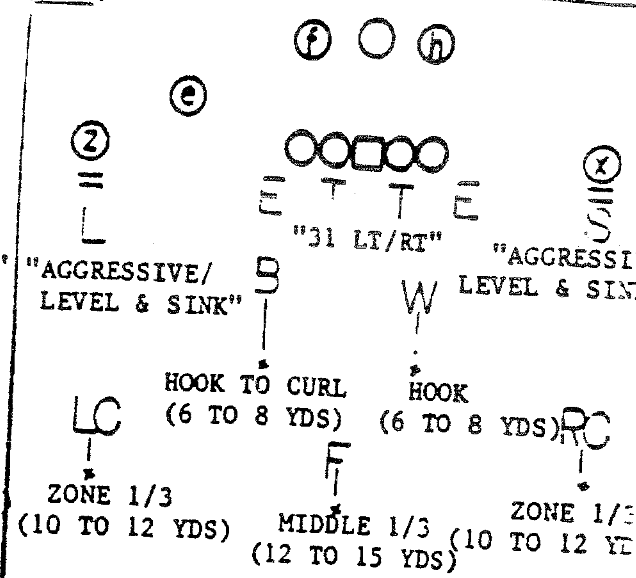
NICKEL TENT VERSUS MAY/DAY



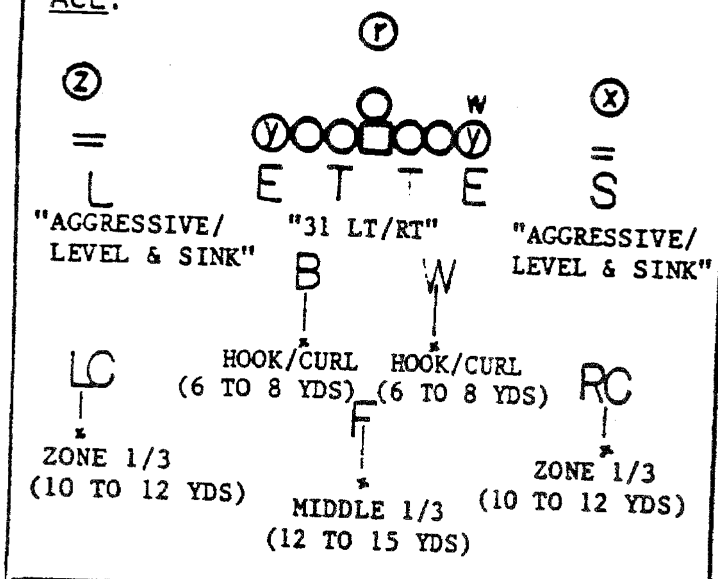
RED/LEFT:



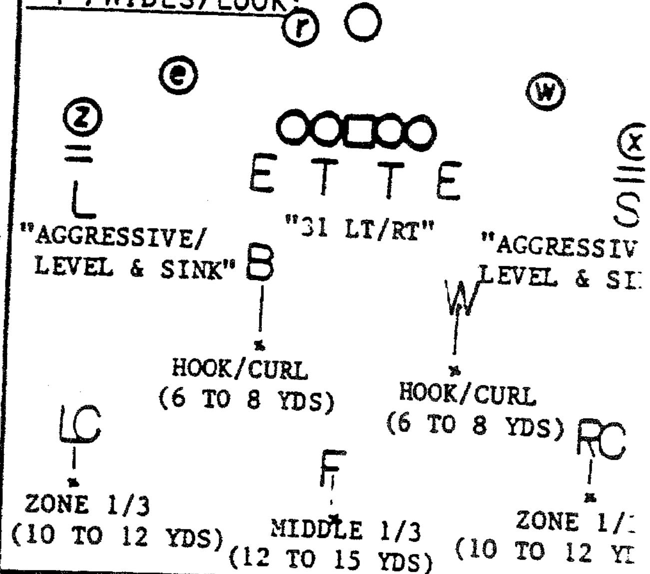
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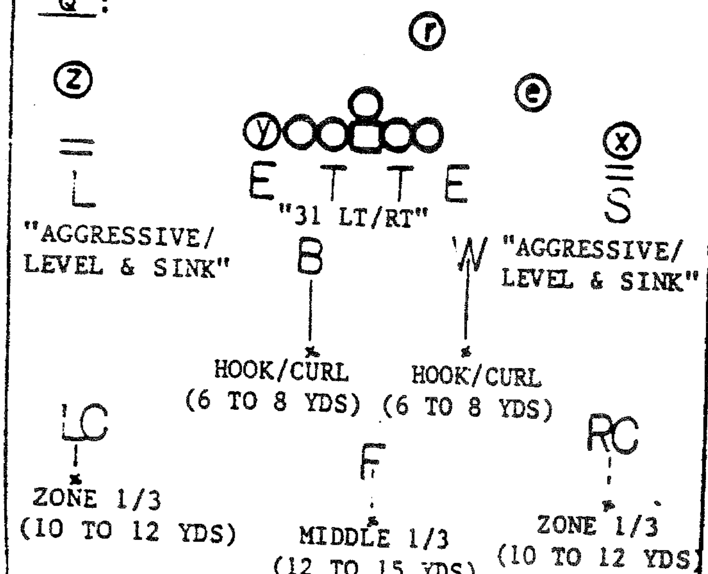
ACE:



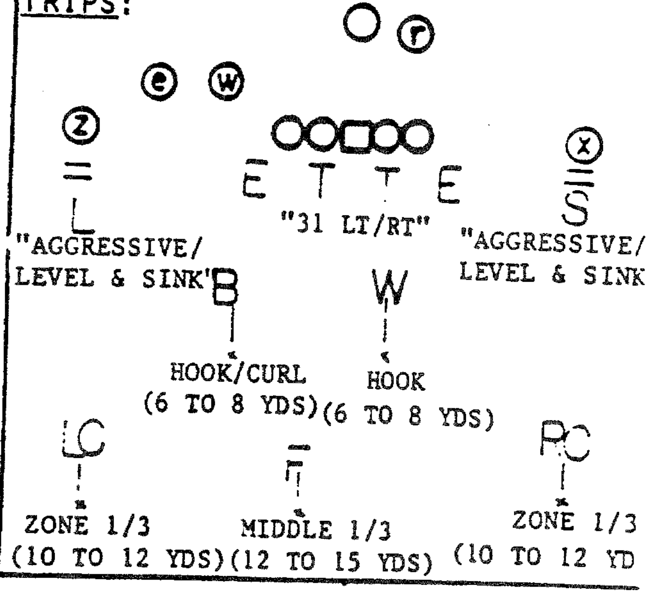
"4"/WIDES/LOOK:



"Q":

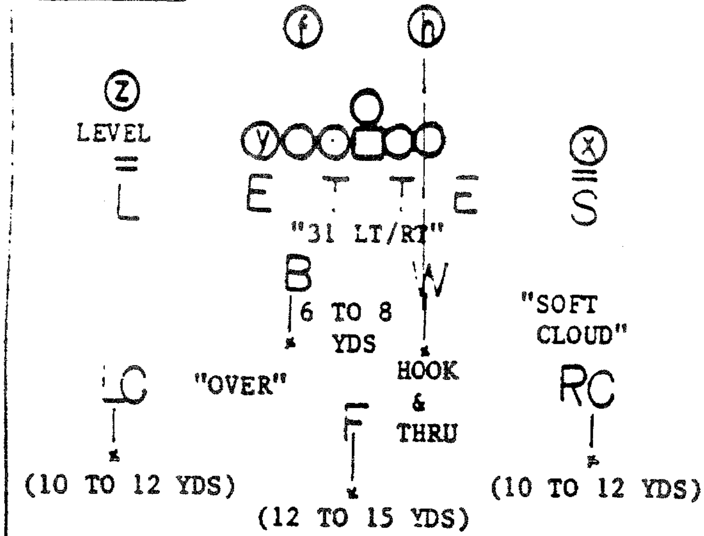


TRIPS:

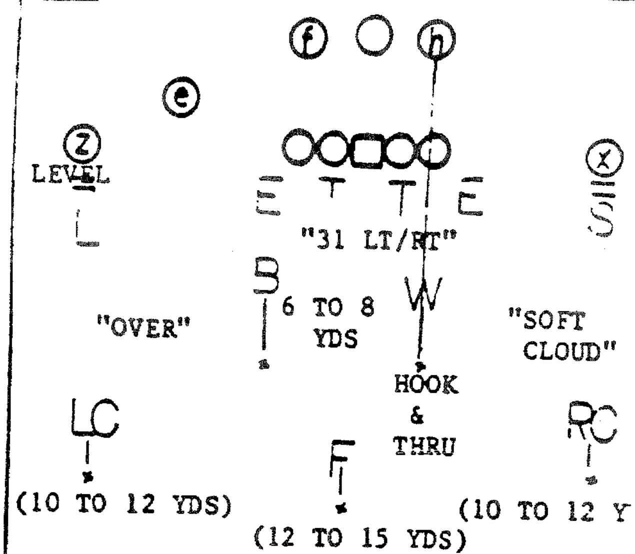


NICKEL COVER ZAP

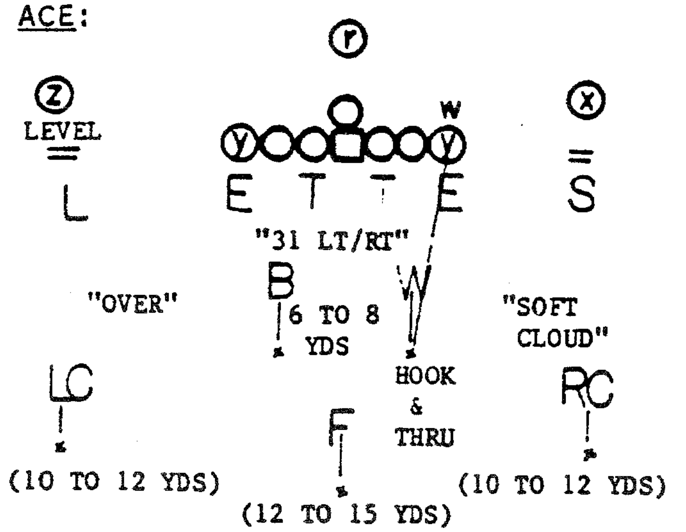
RED/LEFT:



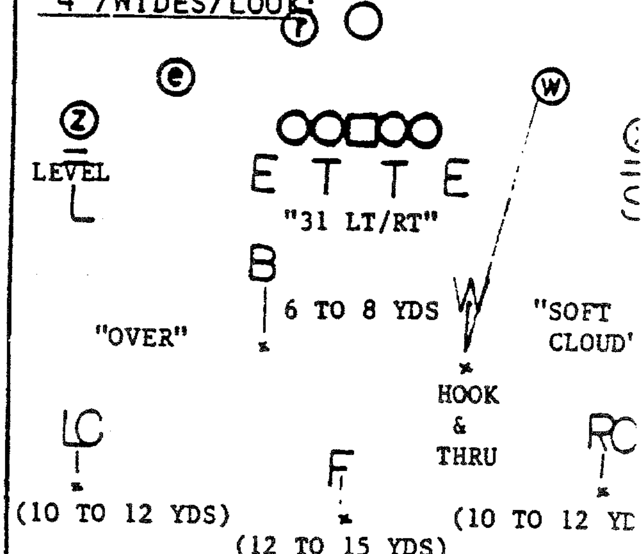
"S":



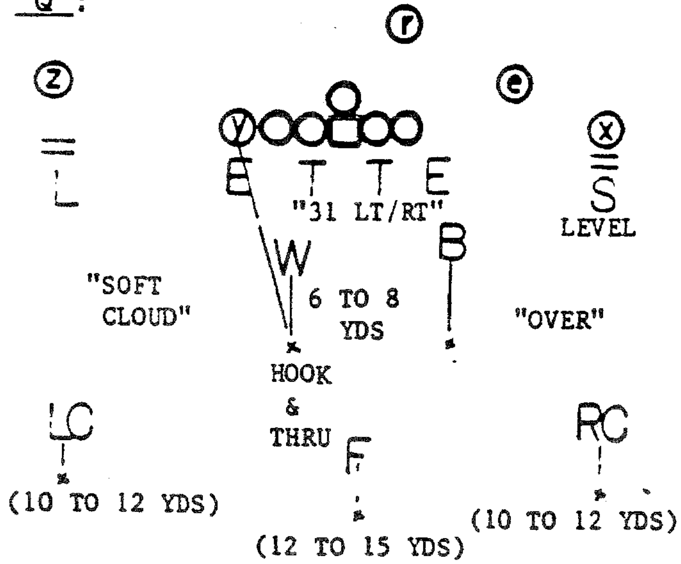
ACE:



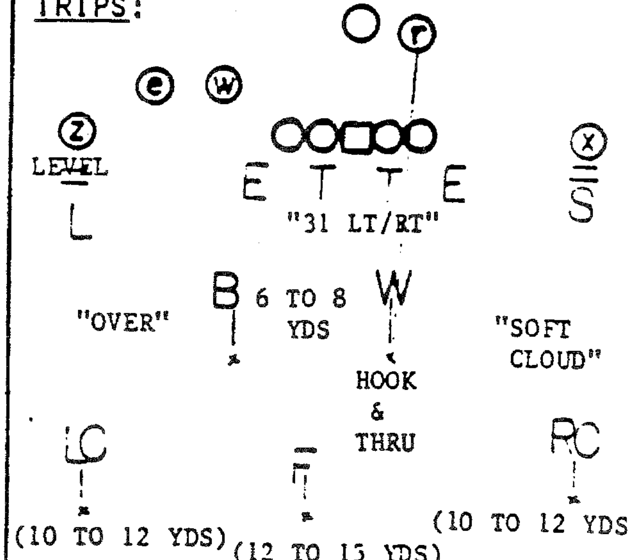
"4"/WIDES/LOOK:



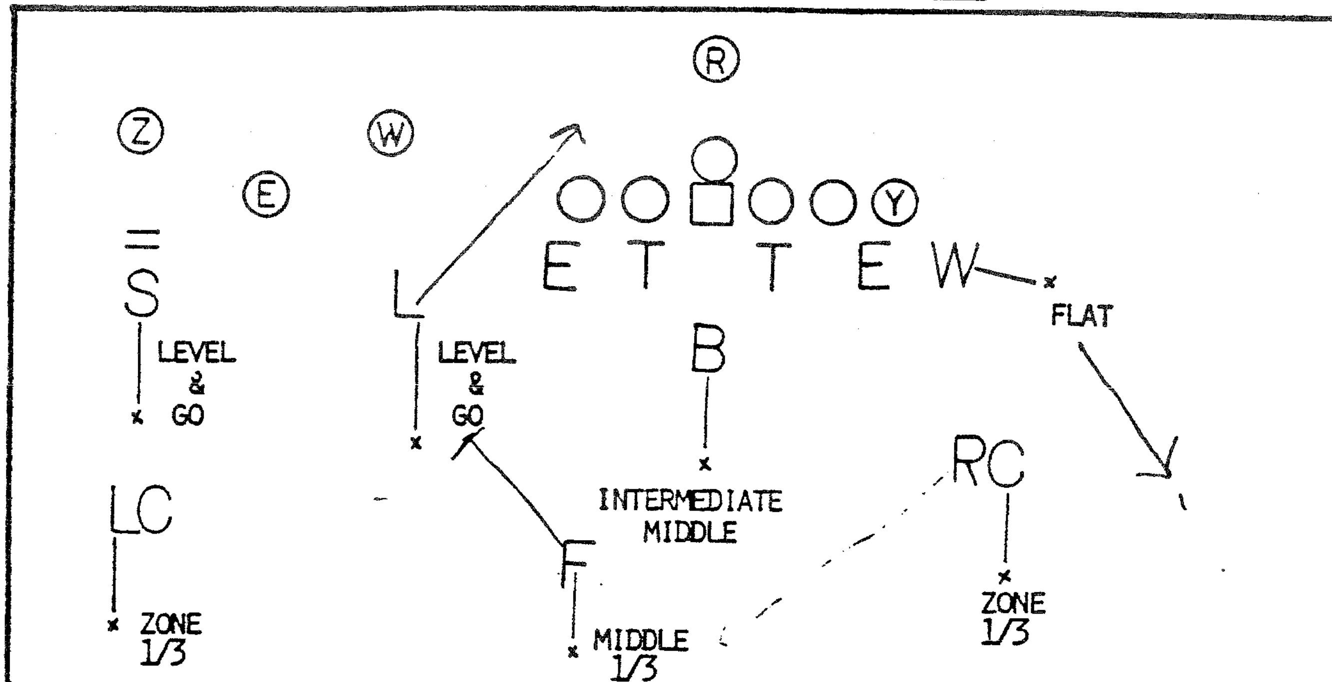
"Q":



TRIPS:



NICKEL ADJUSTMENTS VERSUS MAY/DAY



BUCK: INTERMEDIATE MIDDLE.

LURK: ALIGN TO NUMBER THREE (#3) MAY/DAY SIDE AND LEVEL AND GO.

WHIP: ALIGN WEAK AND DEFEND THE FLAT.

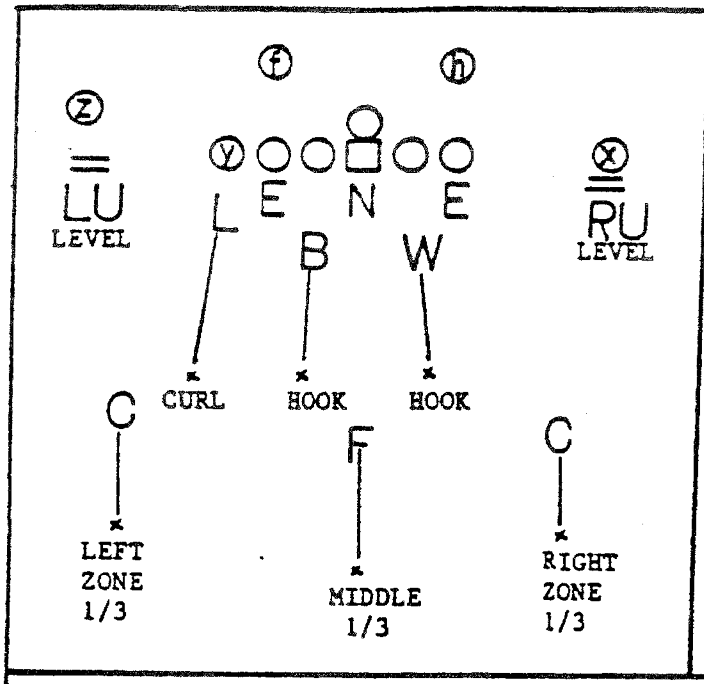
LEFT CORNER: ZONE 1/3.

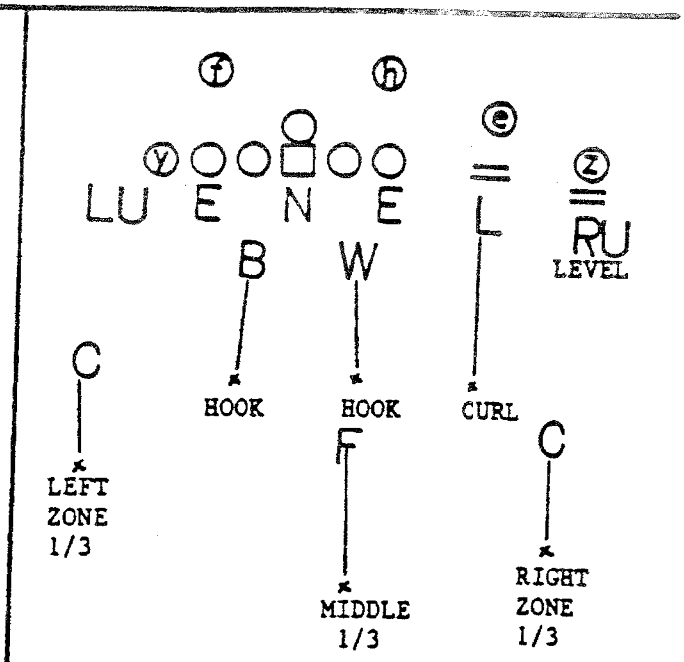
STRONG SAFETY: ALIGN TO NUMBER ONE (#1) MAY/DAY SIDE AND LEVEL & GO.

FREE SAFETY: MIDDLE 1/3

RIGHT CORNER: ZONE 1/3.

UTAH ZONE





BUCK: DEFEND SOLID HOOK; ALERT SLIDING ZONES.

WHIP: DEFEND FLEX HOOK; ALERT SLIDING ZONES.

LURK: ADJUSTER; DEFEND STRONG/SLOT CURL; ALERT SLIDING ZONES.

LEFT UP: LEVEL

RIGHT UP: LEVEL

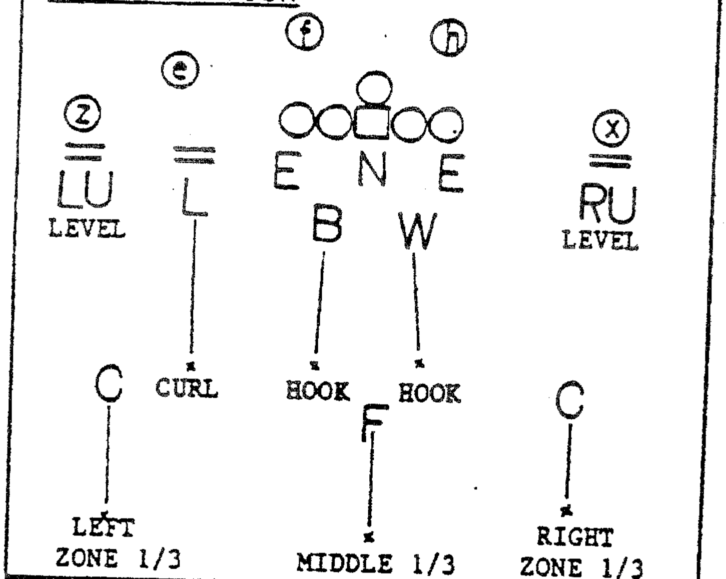
LEFT CORNER: ZONE 1/3.

FREE SAFETY: MIDDLE 1/3.

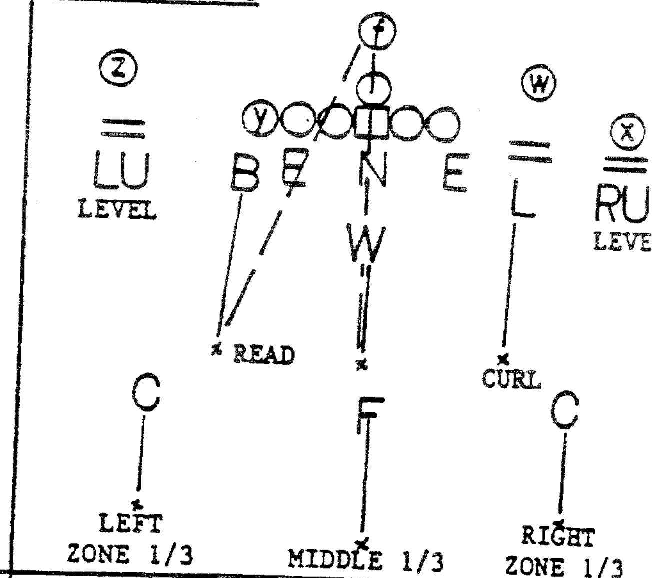
RIGHT CORNER: ZONE 1/3.

UTAH ZONE ADJUSTMENTS

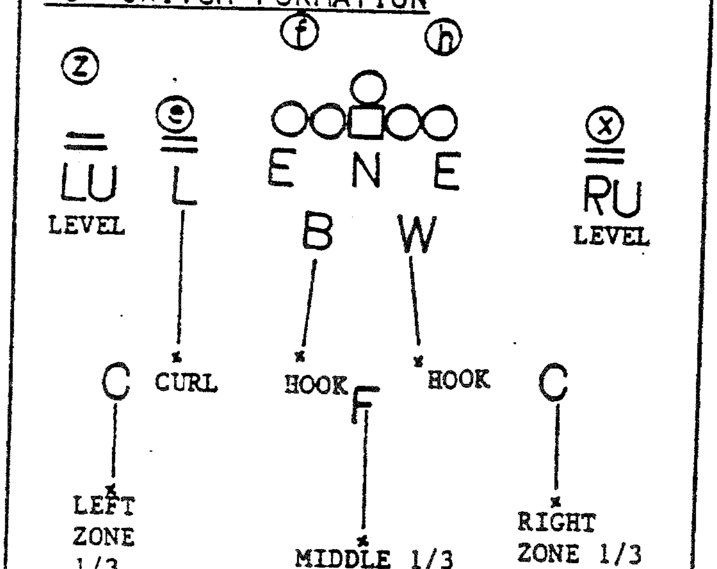
"S" FORMATION



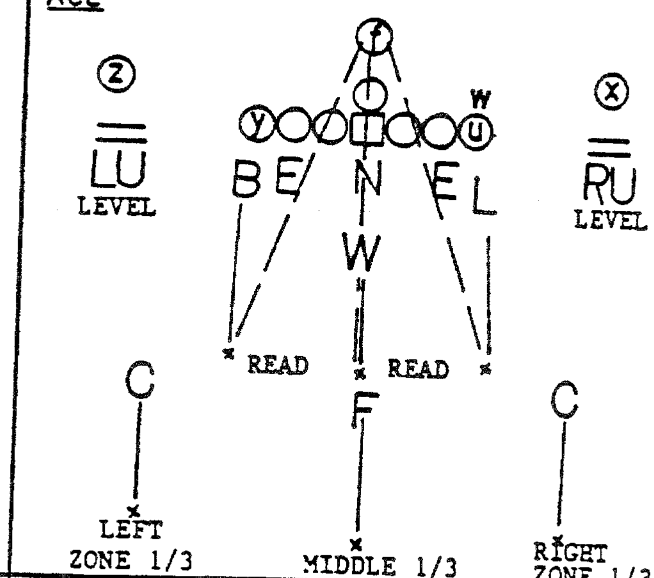
DOUBLE WING



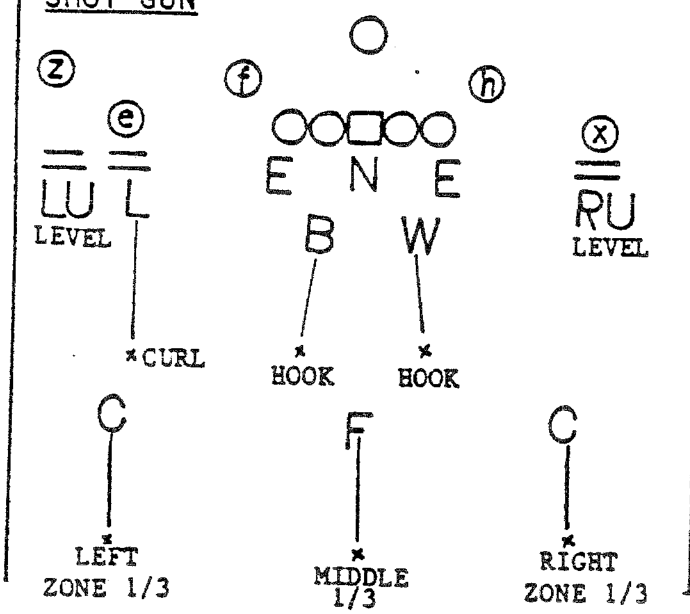
"S" SWITCH FORMATION



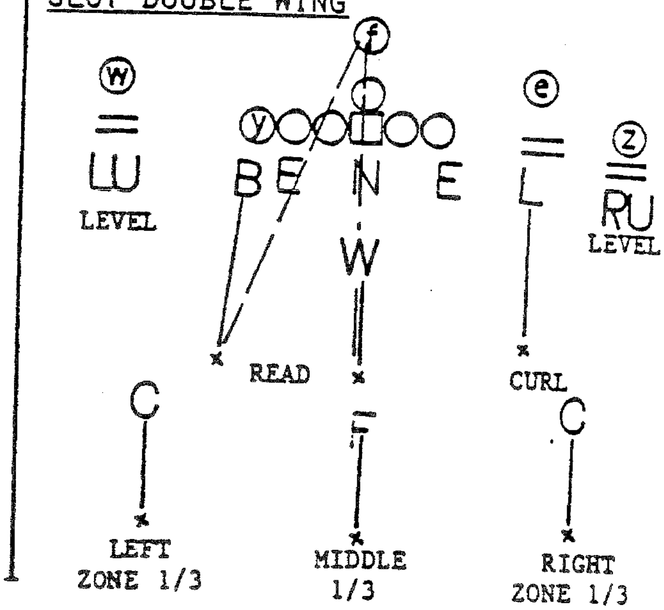
ACE



SHOT GUN

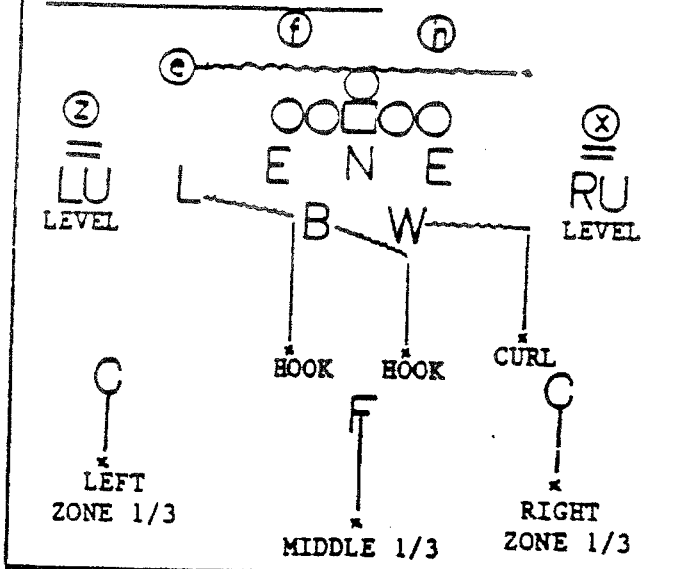


SLOT DOUBLE WING

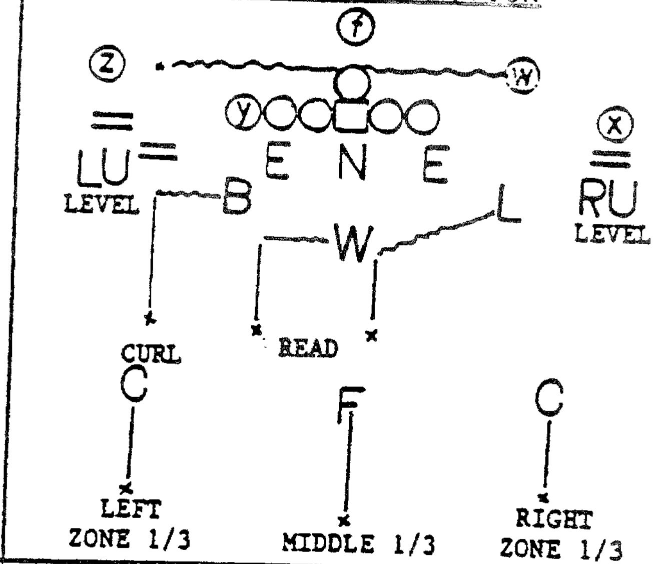


UTAH ZONE ADJUSTMENTS

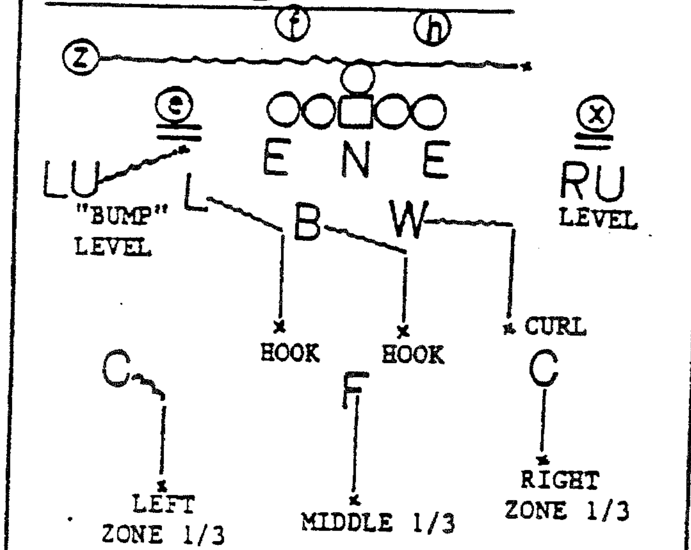
"S" E CROSS MOTION



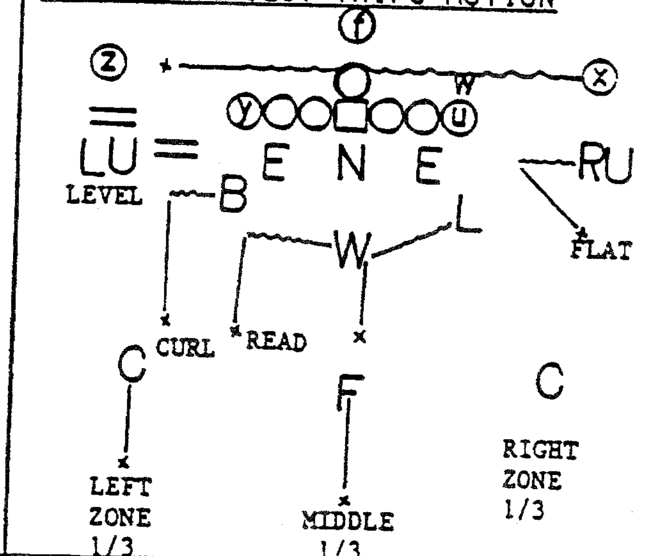
DOUBLE WING TO TRIPS MOTION



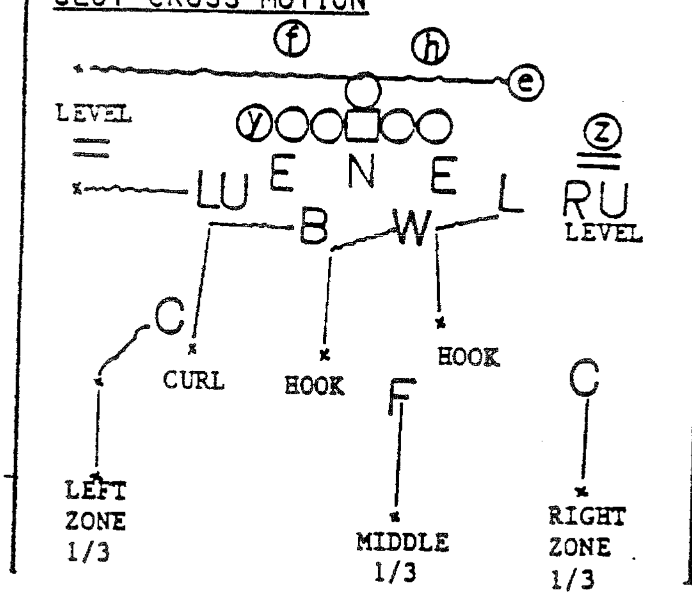
"S" SWITCH Z CROSS MOTION



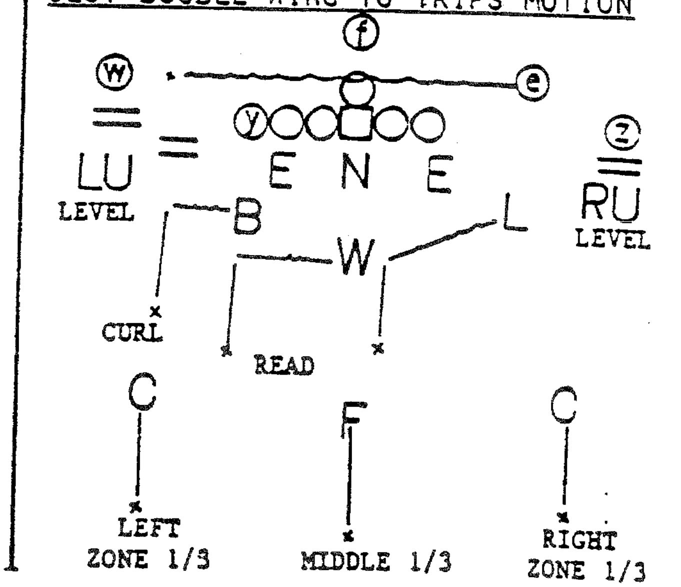
ACE TO ACE SLOT TRIPS MOTION



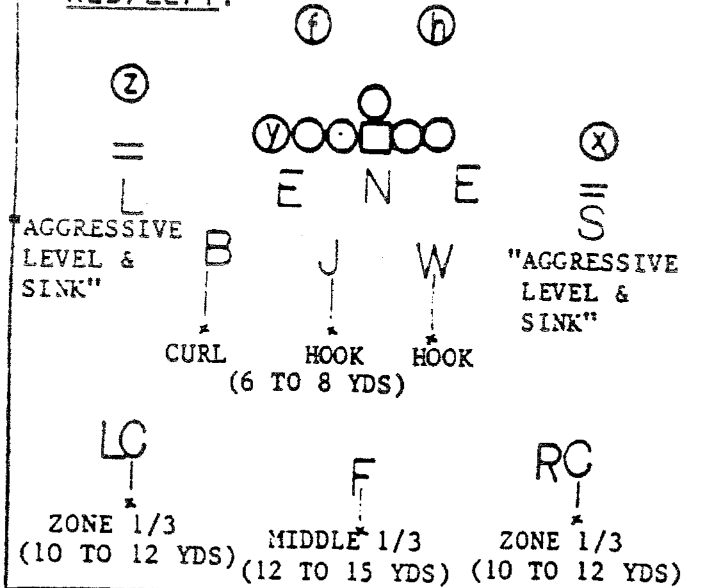
SLOT CROSS MOTION



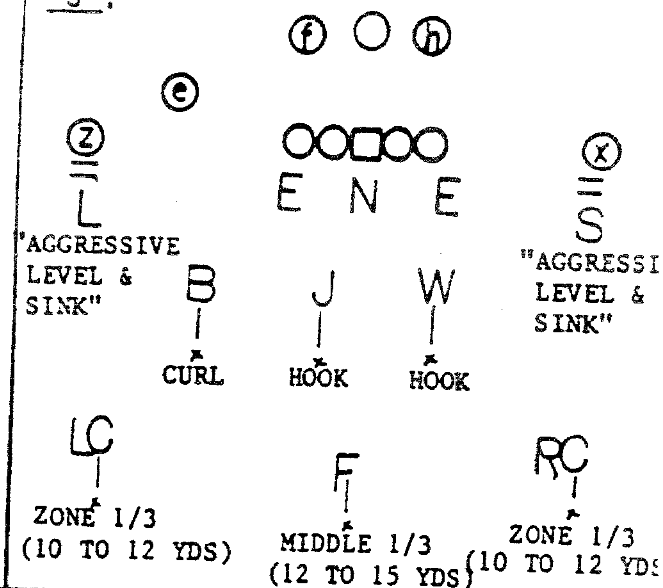
SLOT DOUBLE WING TO TRIPS MOTION



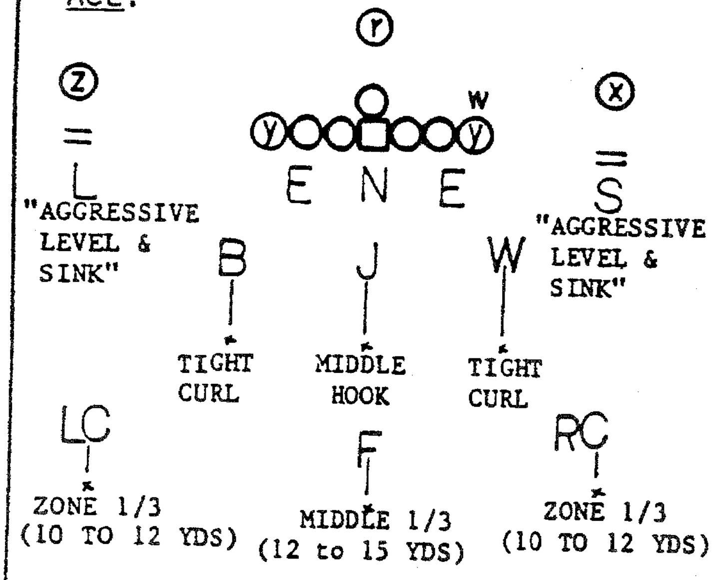
RED/LEFT:



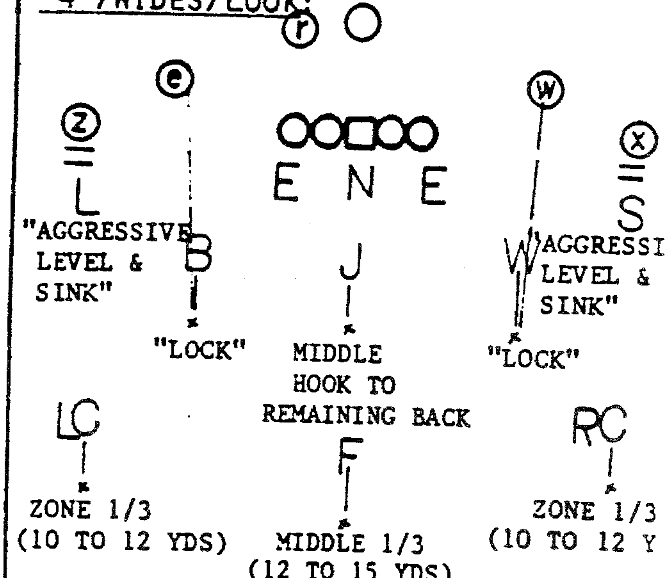
"S":



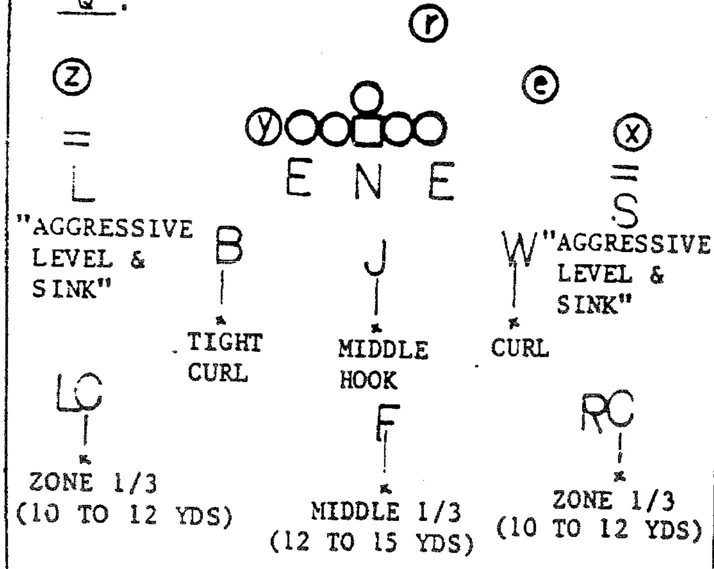
ACE:



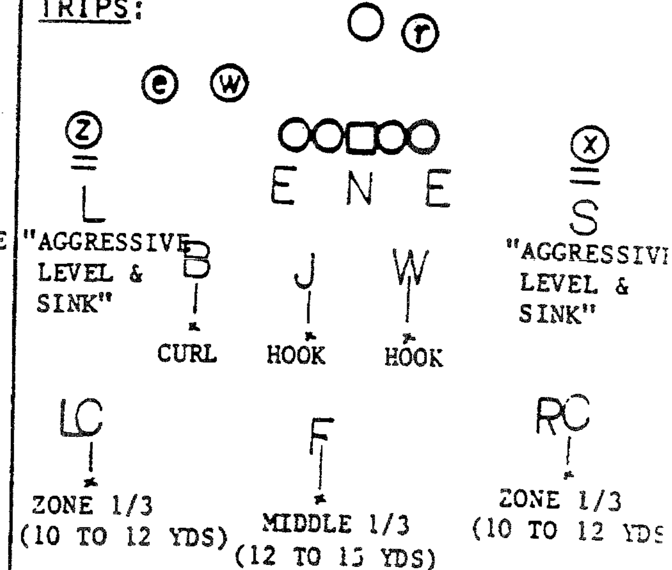
"4"/WIDES/LOOK:



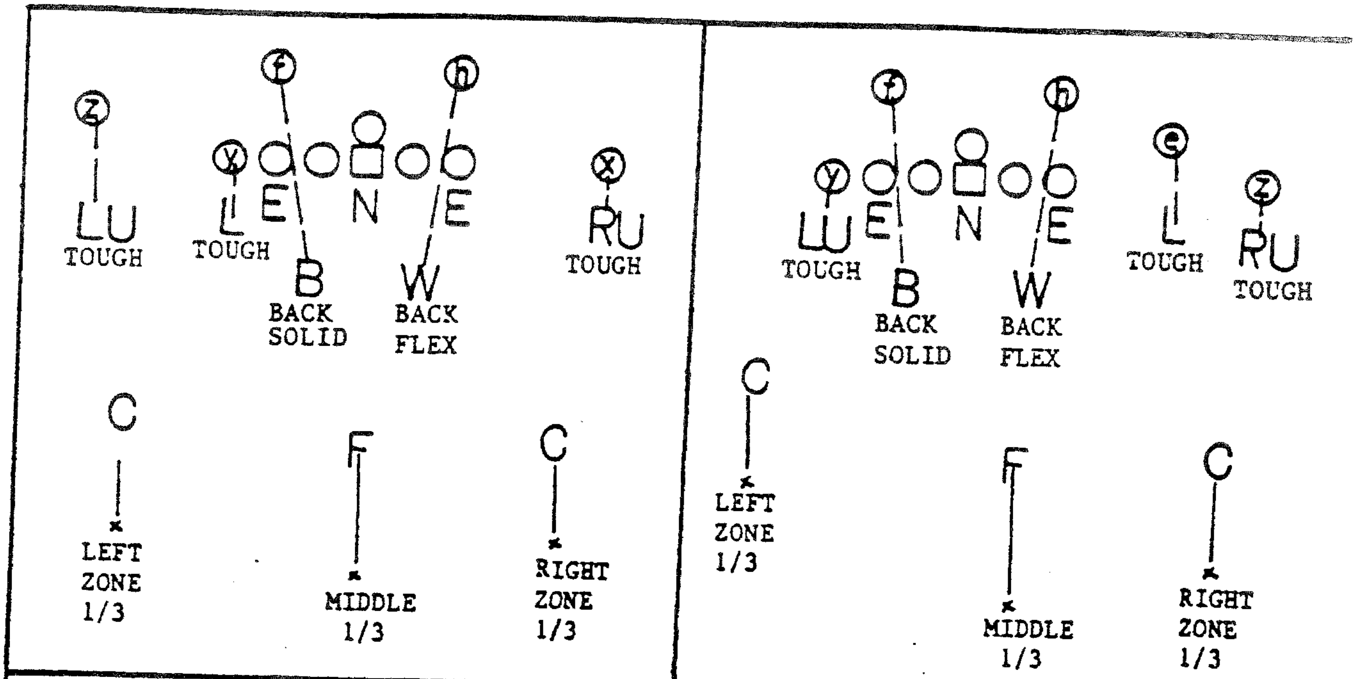
"Q":



TRIPS:



UTAH MAN
(HOMO/HOMO)



<u>BUCK</u>: "LOCK" MAN BACK SOLID; "Y" VERSUS "ONE-BACK" SETS.

<u>WHIP</u>: "LOCK" MAN BACK FLEX, REMAINING BACK VERSUS "ONE-BACK" SETS.

<u>LURK</u>: ADJUSTER; VERSUS "TWO-BACK" SETS "LOCK" MAN NUMBER TWO STRONG; "ONE-BACK" SETS LOCK MAN THE WING.

<u>LEFT UP</u>: "LOCK" MAN NUMBER ONE LEFT.

<u>RIGHT UP</u>: "LOCK" MAN NUMBER ONE RIGHT.

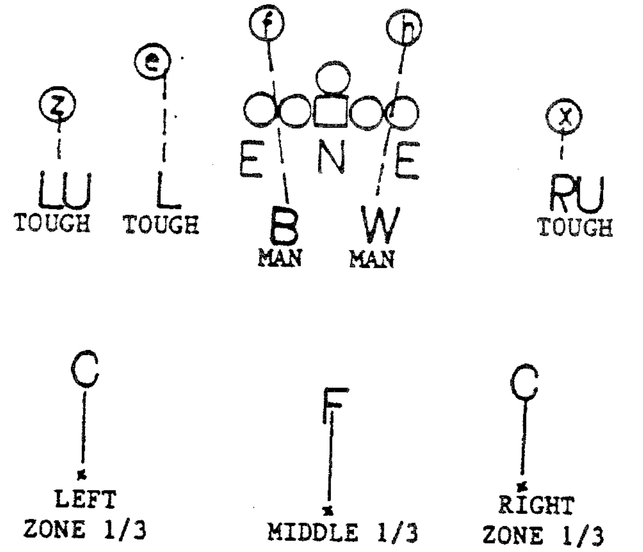
<u>LEFT CORNER</u>: DEFEND ZONE 1/3.

<u>FREE SAFETY</u>: DEFEND MIDDLE 1/3.

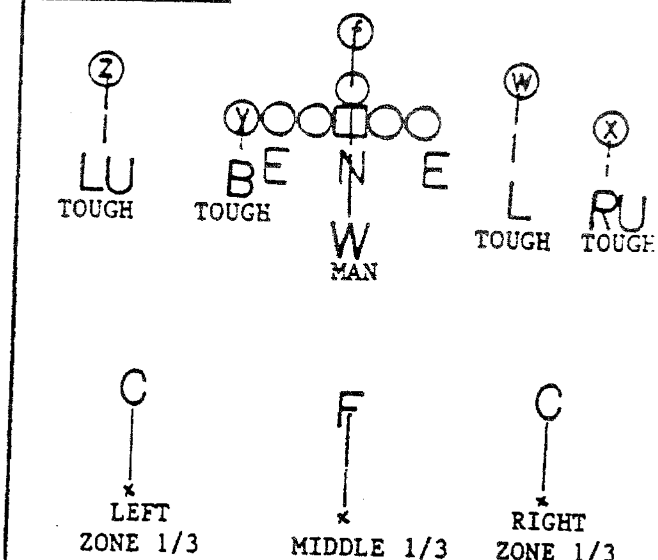
<u>RIGHT CORNER</u>: DEFEND ZONE 1/3.

UTAH MAN ADJUSTMENTS

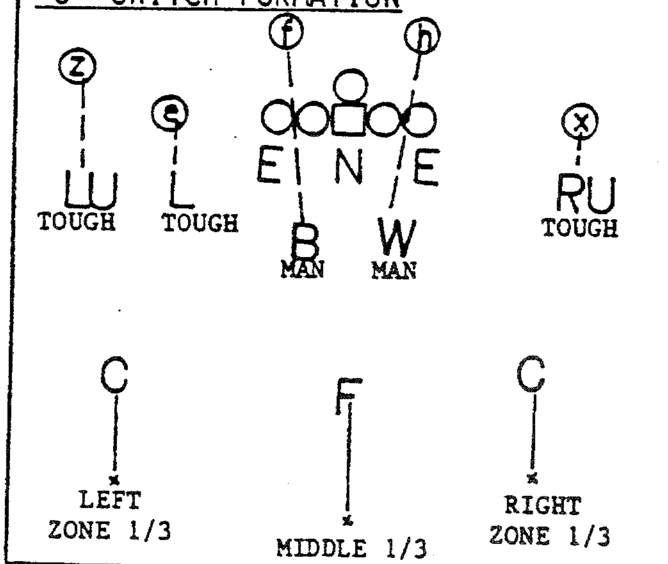
"S" FORMATION



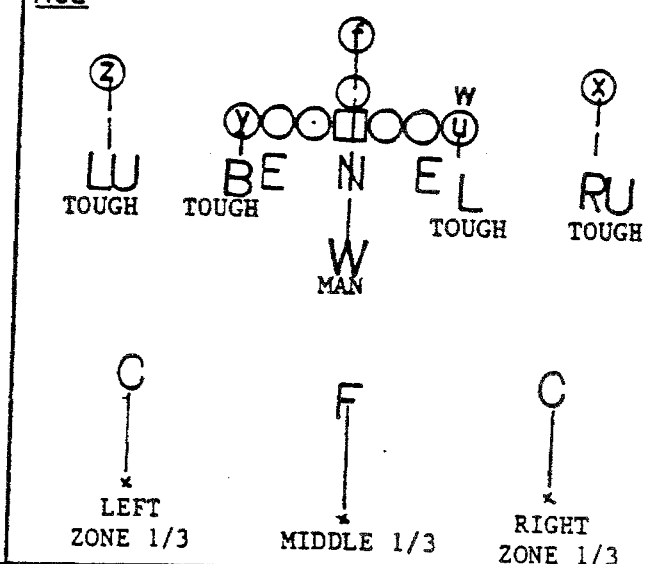
DOUBLE WING



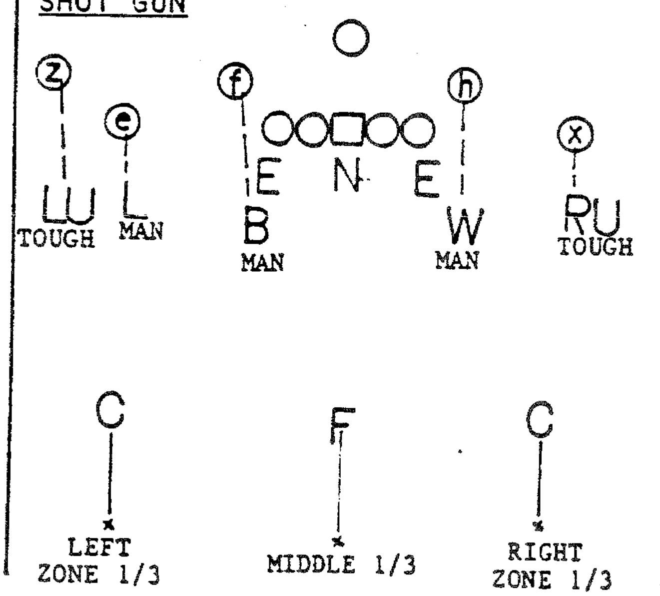
"S" SWITCH FORMATION



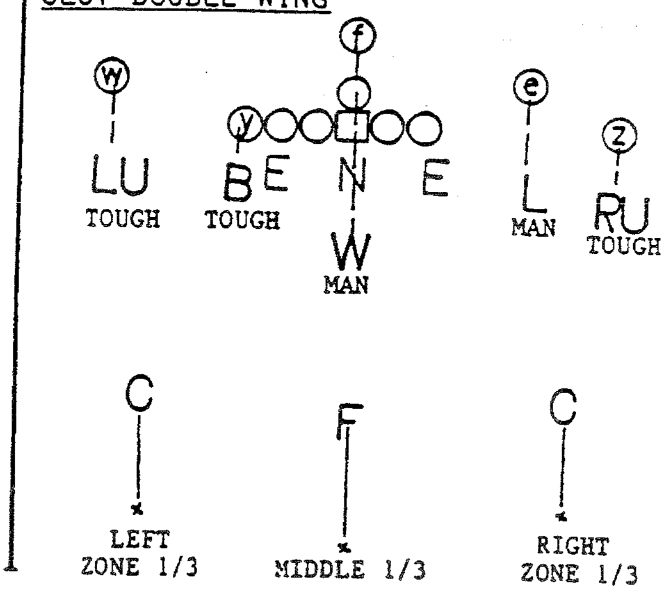
ACE



SHOT GUN

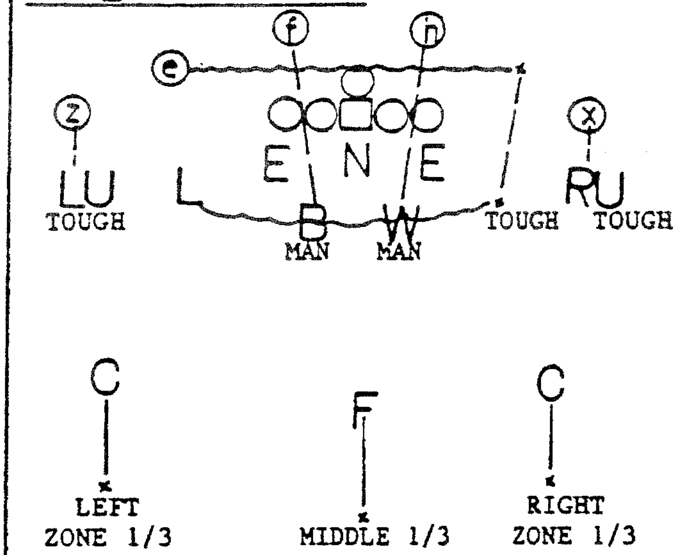


SLOT DOUBLE WING

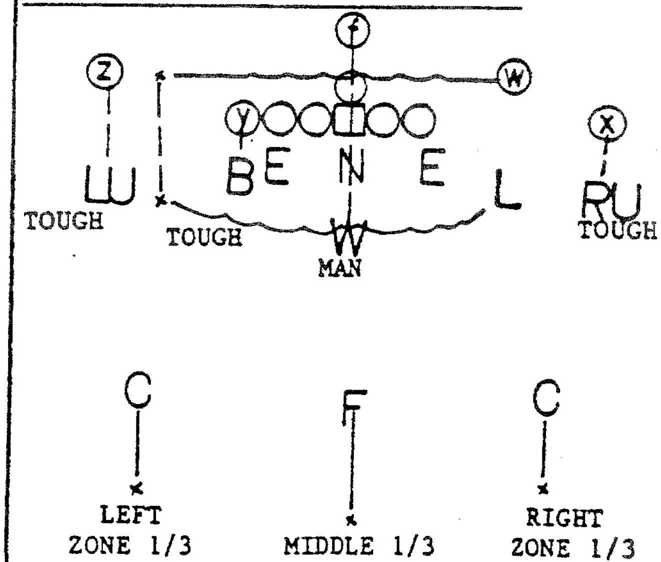


UTAH MAN ADJUSTMENTS

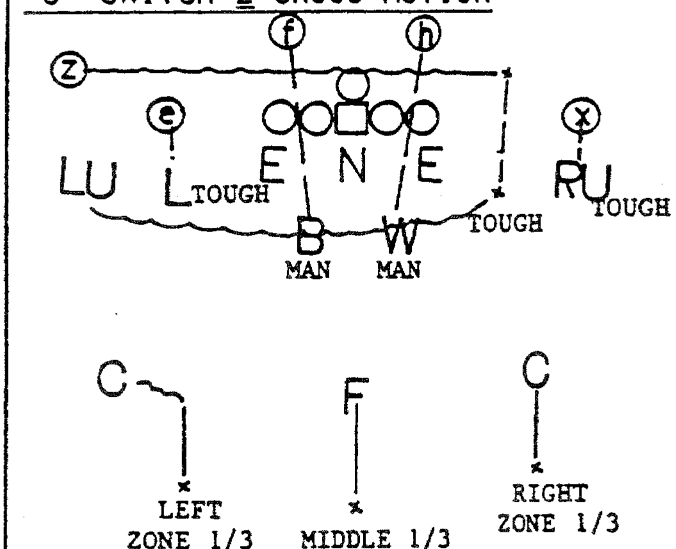
"S" E CROSS MOTION



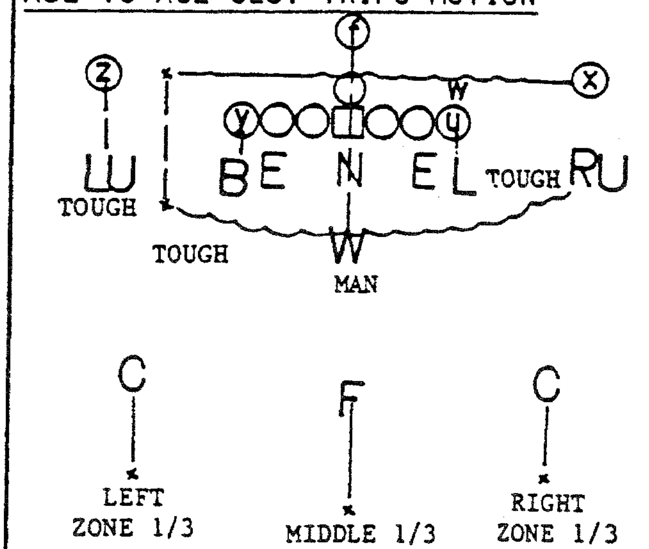
DOUBLE WING TO TRIPS MOTION



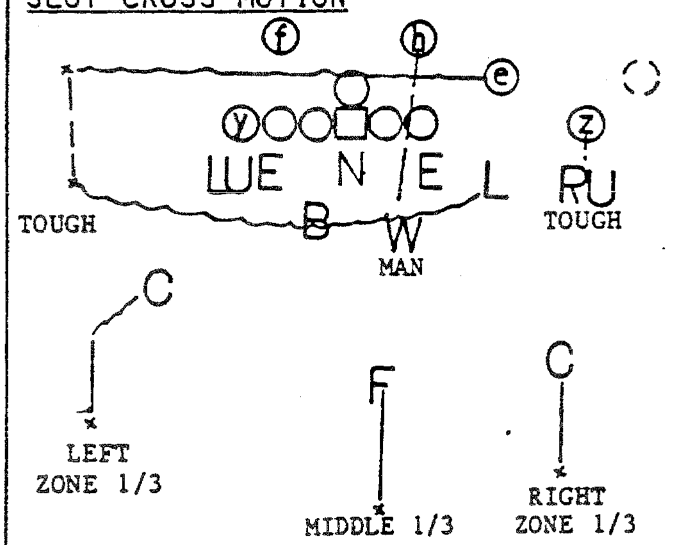
"S" SWITCH Z CROSS MOTION



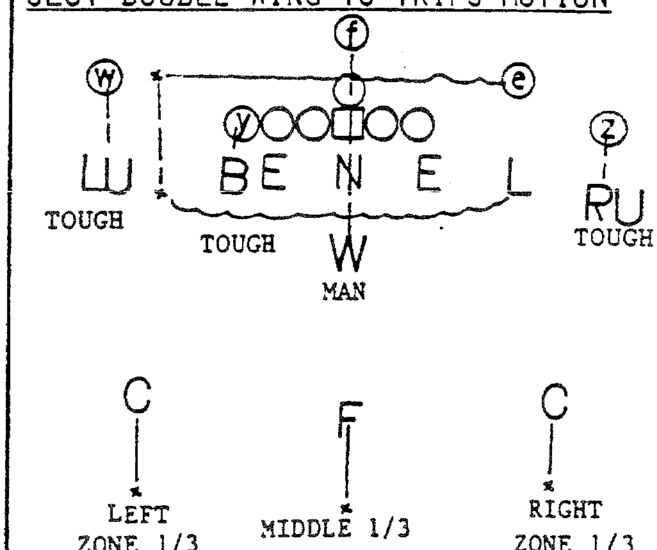
ACE TO ACE SLOT TRIPS MOTION



SLOT CROSS MOTION

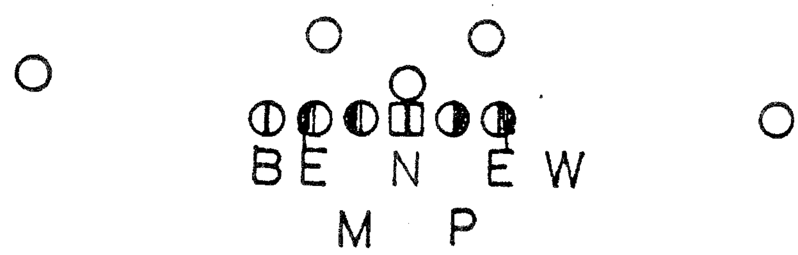


SLOT DOUBLE WING TO TRIPS MOTION

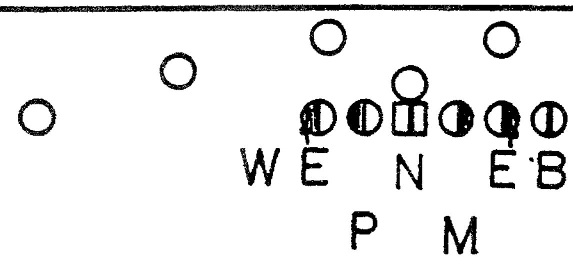


BASE

RED LEFT



RED SLOT LEFT



BUCK: RETARD RELEASE OF "Y"; FILL VERSUS RUN; PASS, IN COVERAGE.

SOLID END: BASE SOLID "C" GAP; PASS, RUSH AND CONTAIN.

MIKE: CONTROL SOLID "B" GAP; PASS, IN COVERAGE.

NOSE TACKLE: BASE TWO WAY READ, CONTROL SOLID AND FLEX "A" GAP; PASS, RUSH.

PLUGGER: CONTROL FLEX "B" GAP; PASS IN COVERAGE.

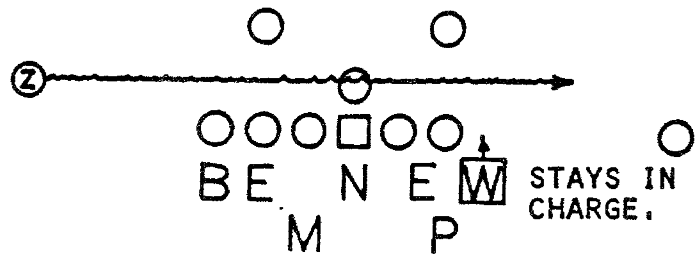
FLEX END: BASE FLEX "C" GAP; PASS, RUSH AND CONTAIN.

WHIP: IF TO OPEN SIDE FORCE RUNS; PASS, IN COVERAGE.

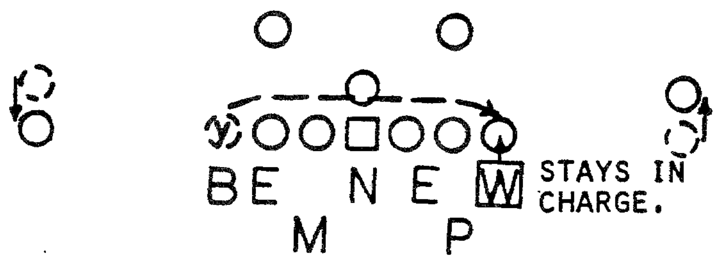
EAGLE CONCEPT

WHEN PLAYING EAGLE, THE OUTSIDE LINEBACKER TO THE FLEX SIDE IS IN THE CHARGE. SHOULD STRENGTH CHANGE, DUE TO CROSS MOTION OR CROSS SHIFT, THE OUTSIDE LINEBACKER TO THE ORIGINAL FLEX SIDE STAYS IN THE CHARGE. CHANGE IN STRENGTH DOES NOT CHANGE THE EAGLE CHARGE.

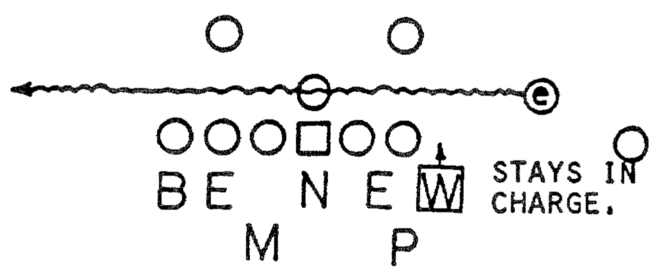
1. "Z" CROSS MOTION



2. "Y" CROSS SHIFT

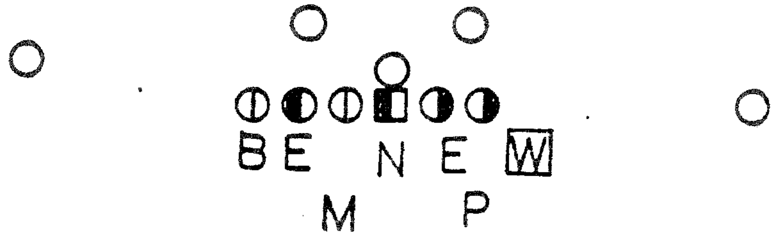


3. "E" CROSS MOTION

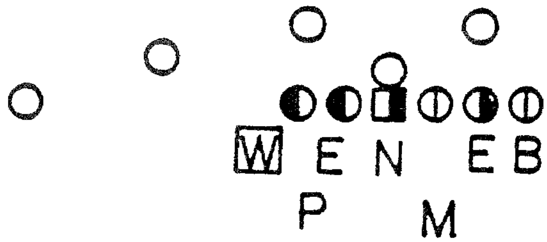


EAGLE

RED LEFT



RED SLOT LEFT



BUCK: RETARD RELEASE OF "Y" AND FILL VERSUS RUN TO; PASS, IN COVERAGE.

SOLID END: BASE CONTROL SOLID "C" GAP; PASS, RUSH AND CONTAIN.

MIKE: RUN TO, CONTROL SOLID "B" GAP; RUN AWAY, SCRAPE FLEX "A" GAP; PASS, IN COVERAGE.

NOSE TACKLE: CONTROL SOLID "A" GAP; PASS, RUSH SOLID.

PLUGGER: RUN TO, SCRAPE TO BALL (WHIP IN FLAME) RUN AWAY, SCRAPE FLEX "A" GAP; PASS, IN COVERAGE.

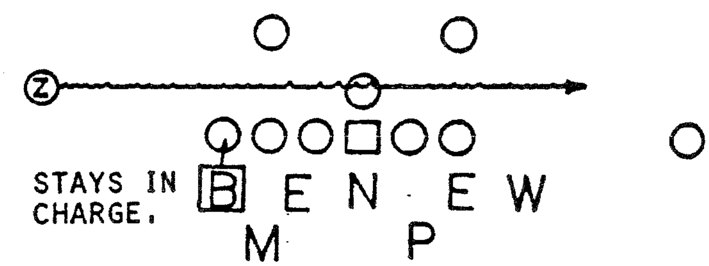
FLEX END: ALIGN OUTSIDE EDGE FLEX GUARD AND CONTROL FLEX "B" GAP; PASS, RUSH.

WHIP: FLAME

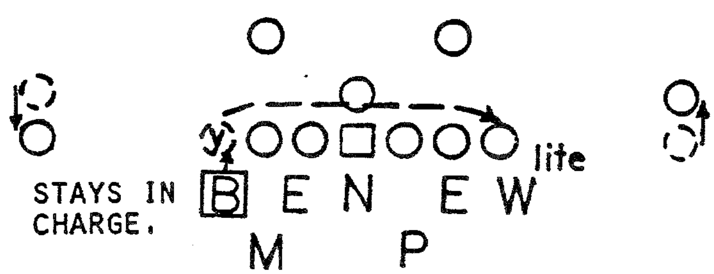
HAWK CONCEPT

WHEN PLAYING HAWK, THE OUTSIDE LINEBACKER TO THE SOLID SIDE IS IN THE CHARGE. SHOULD STRENGTH CHANGE, DUE TO CROSS MOTION OR CROSS SHIFT, THE OUTSIDE LINEBACKER TO THE ORIGINAL SOLID SIDE STAYS IN THE CHARGE. CHANGE IN STRENGTH DOES NOT CHANGE THE HAWK CHARGE.

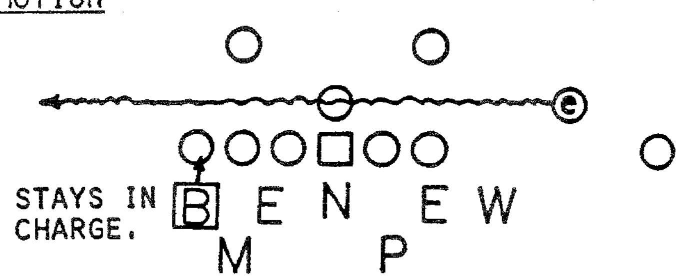
1. "Z" CROSS MOTION



2. "Y" CROSS SHIFT

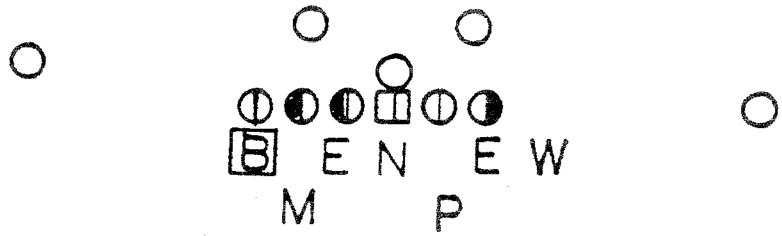


3. "E" CROSS MOTION

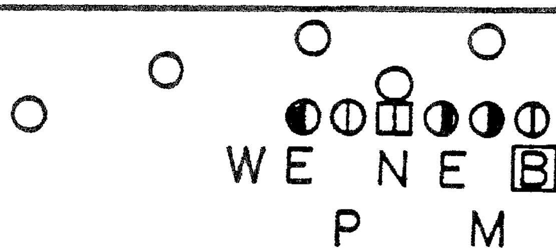


HAWK

RED LEFT



RED SLOT LEFT



BUCK: FILL VERSUS RUN; PASS, RUSH AND CONTAIN.

SOLID END: ALIGN OUTSIDE EDGE SOLID GUARD AND CONTROL SOLID "B" GAP; PASS, RUSH.

MIKE: VERSUS RUN TO, CONTROL "C" GAP; RUN AWAY SCRAPE SOLID "A" GAP; PASS, IN COVERAGE.

NOSE TACKLE: CONTROL FLEX "A" GAP; PASS, RUSH FLEX.

PLUGGER: RUN TO, CONTROL FLEX "B" GAP; RUN AWAY, SCRAPE SOLID "A" GAP; PASS, IN COVERAGE.

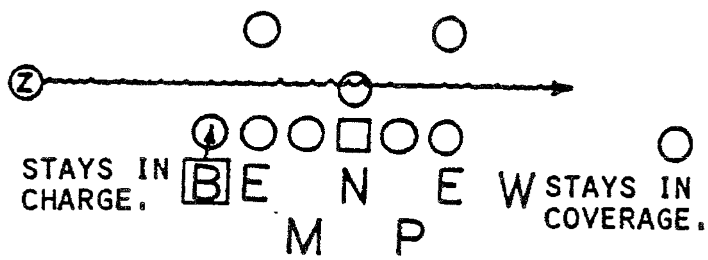
FLEX END: BASE CONTROL FLEX "C" GAP; PASS, RUSH AND CONTAIN.

WHIP: FORCE RUNS TO; PASS, IN COVERAGE.

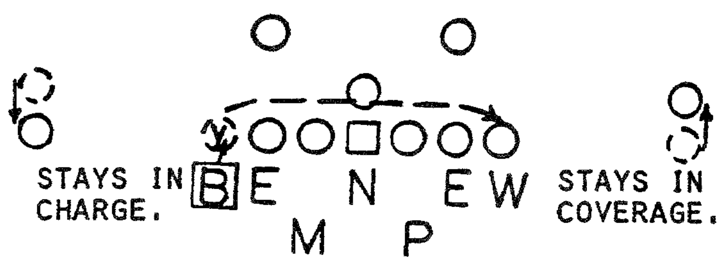
OVER CONCEPT

WHEN PLAYING OVER, THE OUTSIDE LINEBACKER TO THE SOLID SIDE IS IN THE CHARGE. SHOULD STRENGTH CHANGE, DUE TO CROSS MOTION OR CROSS SHIFT, THE OUTSIDE LINEBACKER TO THE ORIGINAL SOLID SIDE STAYS IN THE CHARGE. CHANGE IN STRENGTH DOES NOT CHANGE THE OVER CHARGE.

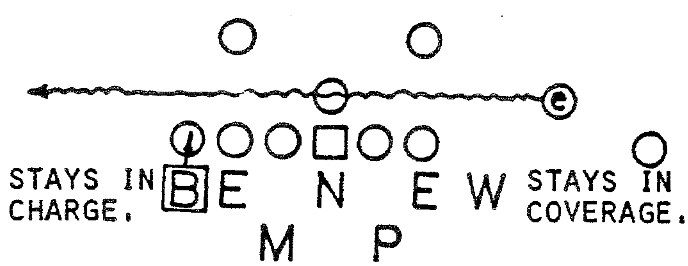
1. "Z" CROSS MOTION



2. "Y" CROSS SHIFT

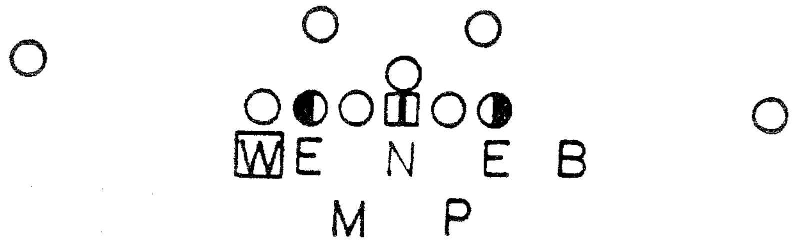


3. "E" CROSS MOTION



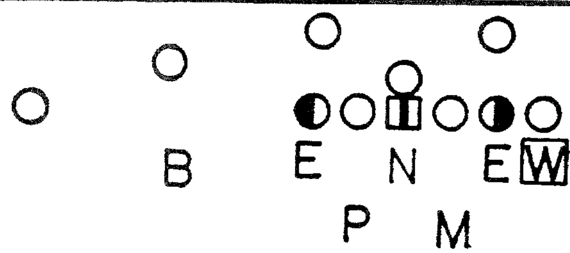
OVER SWAP

RED LEFT



****BUCK AND WHIP SWAP ALIGNMENTS.

RED SLOT LEFT



WHIP: (ALIGN SOLID) FILL RUNS; IF COVERED, RETARD RELEASE OF "Y"("U"); PASS, RUSH AND CONTAIN.

SOLID END: BASE SOLID "C" GAP; PASS, RUSH INSIDE.

MIKE: CONTROL SOLID "B" GAP; PASS, IN COVERAGE.

NOSE TACKLE: BASE TWO WAY READ, CONTROL SOLID AND FLEX "A" GAPS; PASS, RUSH, FAVOR FLEX SIDE.

PLUGGER: CONTROL FLEX "B" GAP; PASS, IN COVERAGE.

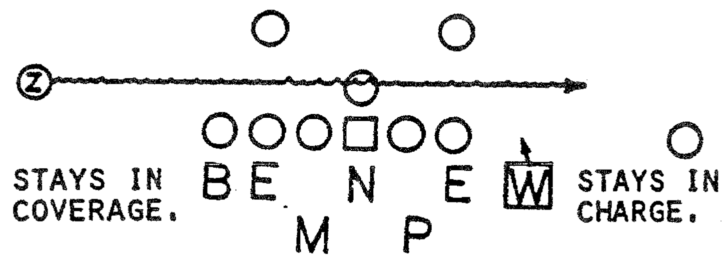
FLEX END: BASE FLEX "C" GAP; PASS, RUSH AND CONTAIN.

BUCK: (ALIGN FLEX) FORCE RUSH; PASS, IN COVERAGE.

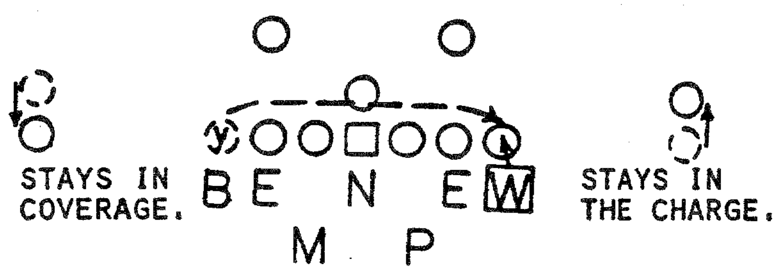
UNDER CONCEPT

WHEN PLAYING UNDER, THE OUTSIDE LINEBACKER TO THE FLEX SIDE IS IN THE CHARGE. SHOULD STRENGTH CHANGE, DUE TO CROSS MOTION OR CROSS SHIFT, THE OUTSIDE LINEBACKER TO THE ORIGINAL FLEX SIDE STAYS IN THE CHARGE. CHANGE IN STRENGTH DOES NOT CHANGE THE UNDER CHARGE.

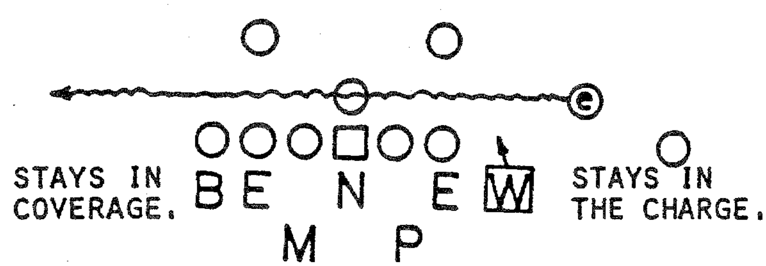
1. <u>"Z" CROSS MOTION</u>



2. <u>"Y" CROSS SHIFT</u>

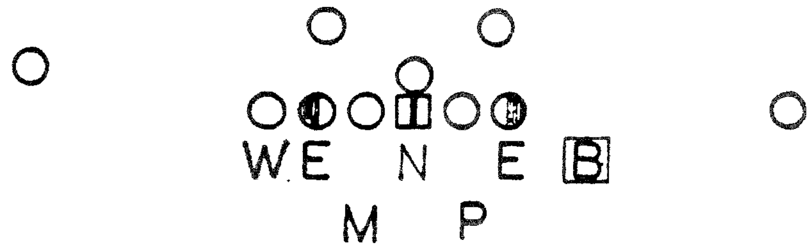


3. <u>"E" CROSS MOTION</u>



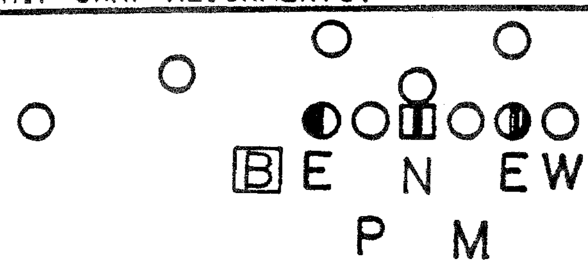
UNDER SWAP

RED LEFT



****BUCK AND WHIP SWAP ALIGNMENTS.

RED SLOT LEFT



WHIP: (ALIGN SOLID) FORCE OR FILL DEPENDENT ON COVERAGE AND FORMATION STRENGTH; PASS, IN COVERAGE.

SOLID END: BASE CONTROL "C" GAP; PASS, RUSH AND CONTAIN.

MIKE: CONTROL SOLID "B" GAP; PASS, IN COVERAGE.

NOSE TACKLE: BASE TWO WAY READ, CONTROL SOLID AND FLEX "A" GAPS; PASS, RUSH, FAVOR SOLID SIDE.

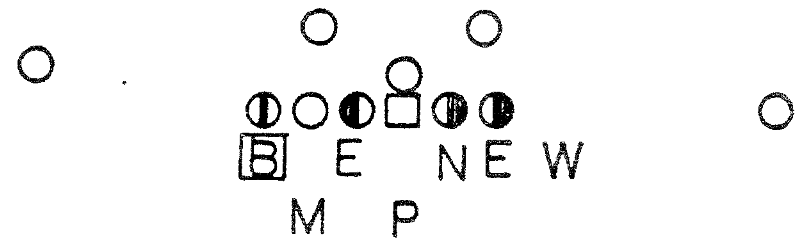
PLUGGER: CONTROL FLEX "B" GAP; PASS, IN COVERAGE.

FLEX END: BASE FLEX "C" GAP; PASS, RUSH INSIDE.

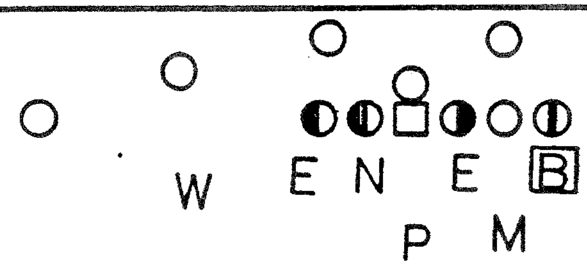
BUCK: (ALIGN FLEX) FILL RUNS; IF COVERED, RETARD RELEASE OF "Y"("U"); PASS, RUSH AND CONTAIN.

OVER SLIDE (BRIDGE)

RED LEFT



RED SLOT LEFT



BUCK: FILL VERSUS RUNS; PASS, RUSH AND CONTAIN.

SOLID END: ALIGN OUTSIDE EDGE SOLID GUARD AND CONTROL SOLID "B" GAP; PASS, RUSH.

MIKE: ALIGN TO SOLID OFFENSIVE TACKLE AND CONTROL SOLID "C" GAP; PASS, IN COVERAGE.

NOSE TACKLE: ALIGN OUTSIDE EDGE FLEX GUARD AND CONTROL FLEX "B" GAP; PASS, RUSH.

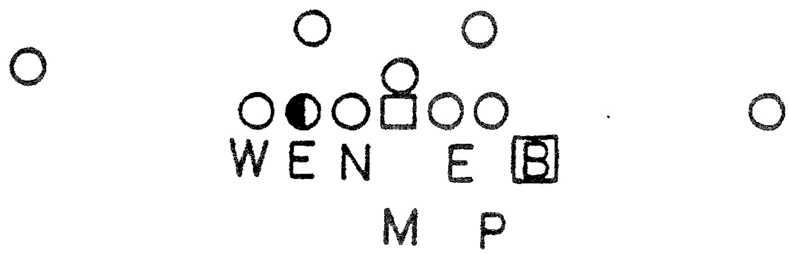
PLUGGER: ALIGN TO CENTER AND BASE TWO WAY READ, CONTROL SOLID AND FLEX "A" GAPS; PASS, IN COVERAGE.

FLEX END: BASE CONTROL FLEX "C" GAP; PASS, RUSH AND CONTAIN.

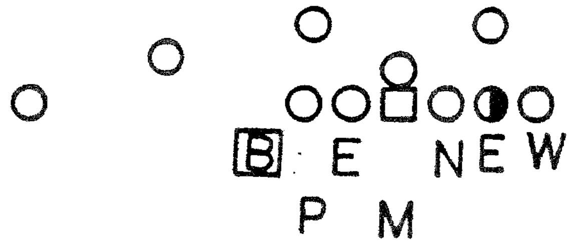
WHIP: FORCE RUNS TO; PASS, IN COVERAGE.

UNDER SLIDE (WORM)

RED LEFT



RED SLOT LEFT



BUCK: ALIGN FLEX AND PLAY EAGLE; PASS, RUSH AND CONTAIN.

SOLID END: BASE CONTROL SOLID "C" GAP; PASS, RUSH AND CONTAIN.

MIKE: ALIGN TO CENTER AND BASE TWO WAY READ, CONTROL SOLID AND FLEX "A GAPS; VERSUS FLANKER/TRIPS "PAM"; PASS, IN COVERAGE.

NOSE TACKLE: ALIGN OUTSIDE EDGE SOLID GUARD AND CONTROL SOLID "B" GAP; PASS, RUSH.

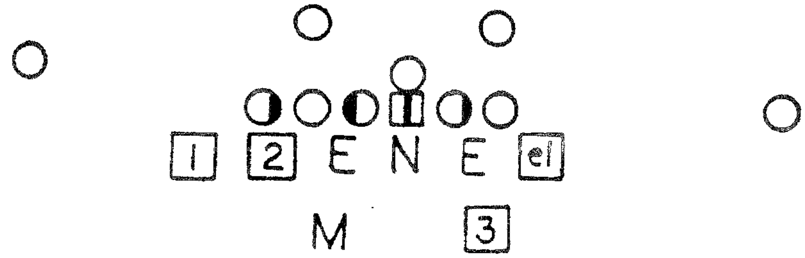
PLUGGER: ALIGN TO FLEX TACKLE AND PLAY "FLAME" VERSUS RUN; VERSUS FLANKER/TRIPS "PAM"; PASS, IN COVERAGE.

FLEX END: ALIGN OUTSIDE EDGE FLEX GUARD AND CONTROL FLEX "B" GAP; PASS RUSH.

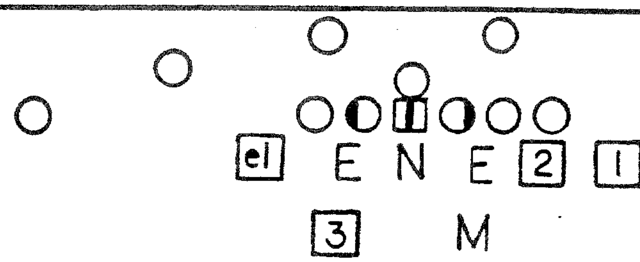
WHIP: ALIGN SOLID AND FILL OR FORCE DEPENDENT ON COVERAGE; ALERT "OVER" SITUATIONS; PASS, IN COVERAGE.

INDIAN

RED LEFT



RED SLOT LEFT



ENDS: CONTROL "B" GAPS.

NOSE: TWO/WAY READ.

ELEPHANT: ALIGN FLEX; FLAME.

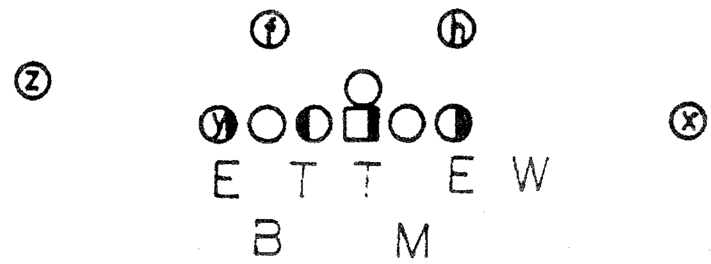
MIKE: BALL TO: FLOW TO BALL; BALL AWAY: CHECK "A" GAP AND FLOW TO BALL.

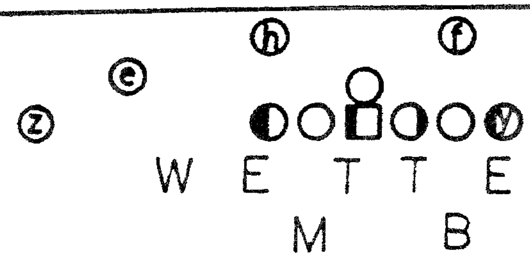
#3: BALL TO: FLOW TO BALL; BALL AWAY: CHECK "A" GAP AND FLOW TO BALL.

#2: ALIGN SOLID; CONTROL "C" GAP.

#1: ALIGN SOLID; FORCE.

(PRO) HAWK





BUCK: ALIGN IN FRONT OF OFFENSES/SOLID/TACKLE; BALL TO, SCRAP "C" AND BALL AWAY, CHECK "A".

SOLID/END: ALIGN TO TIGHT/END AND DEFEND "C" GAP; PASS RUSH CONTAIN.

SOLID/TACKLE: ALIGN TO SOLID/GUARD AND DEFEND "B" GAP; PASS RUSH "B".

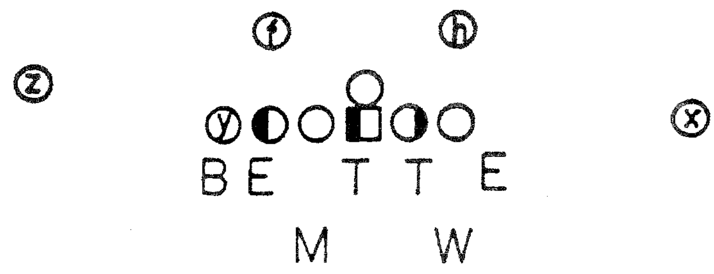
FLEX/TACKLE: ALIGN TO CENTER AND DEFEND FLEX "A"; PASS RUSH FLEX "A".

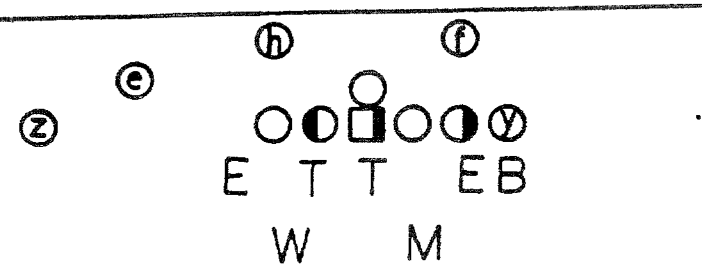
FLEX/END: ALIGN TO OFFENSES/FLEX/TACKLE AND BASE; PASS RUSH CONTAIN.

MIKE: ALIGN IN FRONT OF FLEX/GUARD; BALL TO, DEFEND "B" GAP AND BALL AWAY, CHECK SOLID "A".

WHIP: BASE

(PRO) EAGLE





BUCK: BASE

SOLID/END: ALIGN TO OFFENSES/SOLID/TACKLE AND DEFEND THE "C" GAP; PASS RUSH CONTAIN.

SOLID/TACKLE: ALIGN TO CENTER AND DEFEND THE SOLID "A" GAP; PASS RUSH SOLID "A".

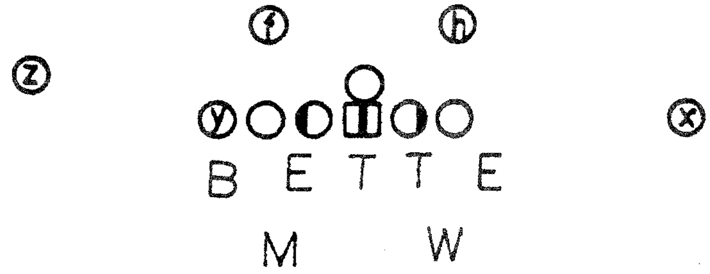
FLEX/TACKLE: ALIGN TO FLEX/GUARD AND DEFEND THE "B" GAP; PASS RUSH "B".

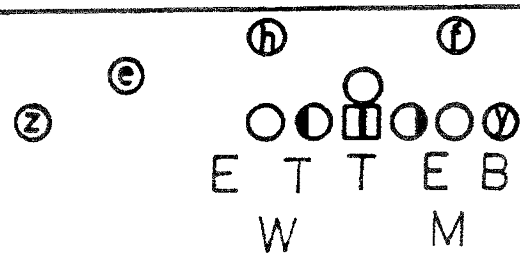
FLEX/END: ALIGN TO OFFENSES/FLEX/TACKLE AND FLAME WHEN IN SPACE AND "C" GAP CONTROL WHEN COVERED; PASS RUSH CONTAIN.

NIKE: ALIGN IN FRONT OF SOLID/GUARD; BALL TO DEFEND THE "B" GAP AND BALL AWAY CHECK FLEX "A".

WHIP: ALIGN IN FRONT OF OFFENSES/FLEX/TACKLE; FLOW TO, SCRAPE (ALERT FLAME) AND FLOW AWAY CHECK FLEX "A".

(PRO) NAVAJO





BUCK: FILL

SOLID/END: ALIGN TO SOLID/GUARD AND DEFEND THE "B" GAP; PASS RUSH "B" GAP.

SOLID/TACKLE: ALIGN TO CENTER AND "TWO/GAP" READ; PASS RUSH SOLID "A".

FLEX/TACKLE: ALIGN TO FLEX/GUARD AND DEFEND THE "B" GAP; PASS RUSH "B".

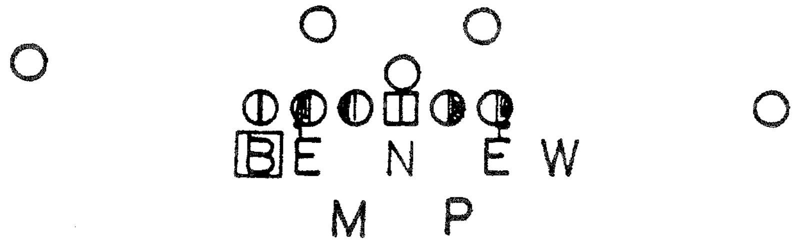
FLEX/END: ALIGN TO OFFENSES/FLEX/TACKLE AND FLAME WHEN IN SPACE AND "C" GAP CONTROL WHEN COVERED; PASS RUSH CONTAIN.

MIKE: ALIGN SOLID AND FLOW TO BALL; ALERT SOLID "C" GAP.

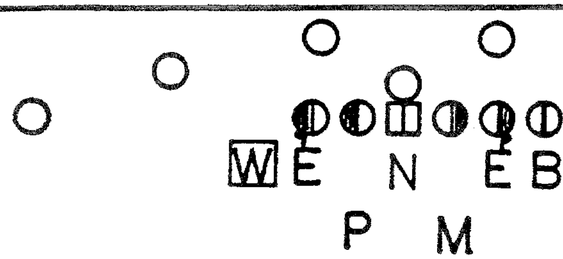
WHIP: ALIGN FLEX AND FLOW TO BALL; ALERT FLAME FLEX.

FLIP

RED LEFT



RED SLOT LEFT



STRONG OUTSIDE LINEBACKER: FILL OR FORCE RUNS DEPENDENT ON CLOSED OR OPEN SET; IF COVERED, RETARD RELEASE OF "Y" ("U"); PASS, RUSH AND CONTAIN.

STRONG END: BASE STRONG "C" GAP; PASS, RUSH INSIDE.

STRONG INSIDE LINEBACKER: CONTROL STRONG "B" GAP; PASS, IN COVERAGE.

NOSE TACKLE: BASE TWO WAY READ, CONTROL STRONG AND WEAK "A" GAPS; PASS, RUSH, FAVOR WEAK SIDE.

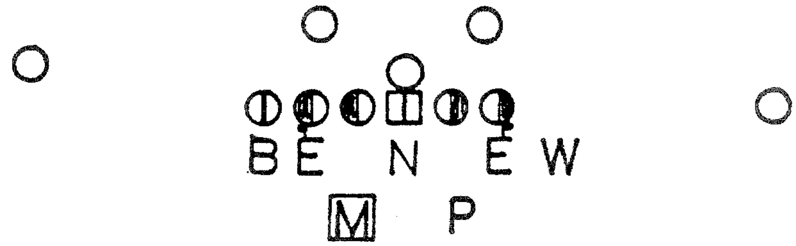
WEAK INSIDE LINEBACKER: CONTROL WEAK "B" GAP; PASS, IN COVERAGE.

WEAK END: BASE WEAK "C" GAP; PASS, RUSH AND CONTAIN.

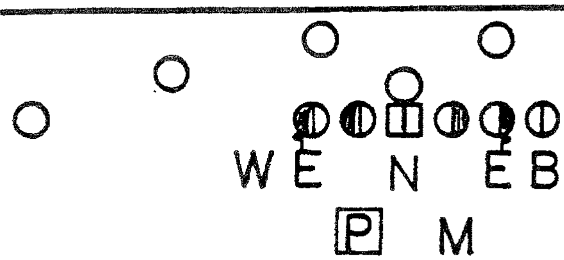
WEAK OUTSIDE LINEBACKER: FORCE WHEN IN SPACE AND FILL WHEN COVERED; PASS, IN COVERAGE.

FLIP INSIDE

RED LEFT



RED SLOT LEFT



STRONG OUTSIDE LINEBACKER: FILL WHEN COVERED AND FORCE WHEN IN SPACE; PASS, IN COVERAGE.

STRONG END: BASE STRONG "C" GAP; PASS, RUSH AND CONTAIN.

STRONG INSIDE LINEBACKER: CONTROL STRONG "B" GAP; PASS, RUSH INSIDE.

NOSE TACKLE: BASE TWO WAY READ, CONTROL STRONG AND WEAK "A" GAPS; PASS, RUSH, FAVOR WEAK SIDE.

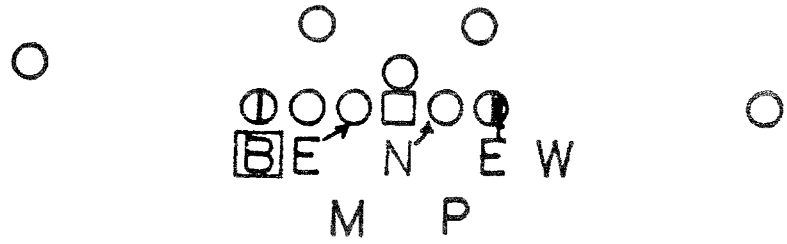
WEAK INSIDE LINEBACKER: CONTROL WEAK "B" GAP; PASS, IN COVERAGE.

WEAK END: BASE WEAK "C" GAP; PASS, RUSH AND CONTAIN.

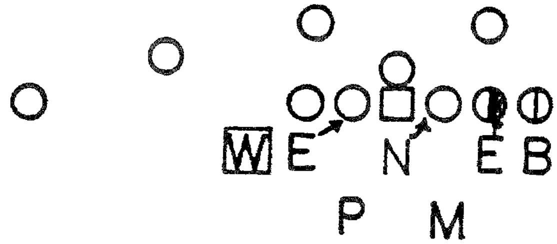
WEAK OUTSIDE LINEBACKER: FORCE WHEN IN SPACE AND FILL WHEN COVERED; PASS, IN COVERAGE.

FLIP SLANT

RED LEFT



RED SLOT LEFT



STRONG OUTSIDE LINEBACKER: FILL OR FORCE RUNS DEPENDENT ON CLOSED OR OPEN SET; IF COVERED, RETARD RELEASE OF "Y" ("U"); PASS, RUSH AND CONTAIN.

STRONG END: RAM.

STRONG INSIDE LINEBACKER: RUN TO, SCRAPE STRONG "C" GAP; RUN AWAY, CONTROL STRONG "A" GAP; PASS, IN COVERAGE.

NOSE TACKLE: RAM WEAK.

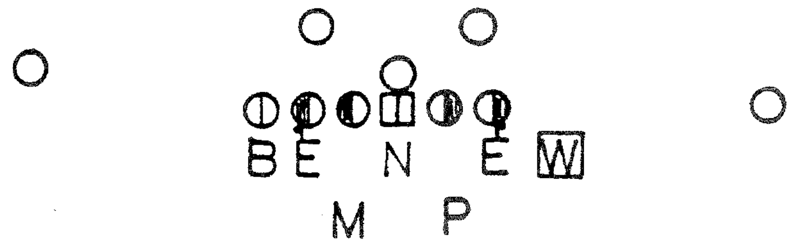
WEAK INSIDE LINEBACKER: RUN TO, CONTROL WEAK "B" GAP; RUN AWAY, SCRAPE STRONG "A" GAP; PASS, IN COVERAGE.

WEAK END: BASE WEAK "C" GAP; PASS, RUSH AND CONTAIN.

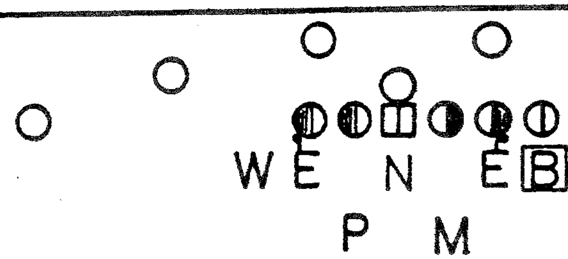
WEAK OUTSIDE LINEBACKER: FORCE WHEN IN SPACE AND FILL WHEN COVERED; PASS, IN COVERAGE.

SWING

RED LEFT



RED SLOT LEFT



STRONG OUTSIDE LINEBACKER: FILL WHEN COVERED (MAY BE GIVEN "FORCE" CALL) AND FORCE WHEN IN SPACE; PASS, IN COVERAGE.

STRONG END: BASE STRONG "C" GAP; PASS, RUSH AND CONTAIN.

STRONG INSIDE LINEBACKER: CONTROL STRONG "B" GAP; PASS, IN COVERAGE.

NOSE TACKLE: BASE TWO WAY READ, CONTROL STRONG AND WEAK "A" GAPS; PASS, RUSH, FAVOR STRONG SIDE.

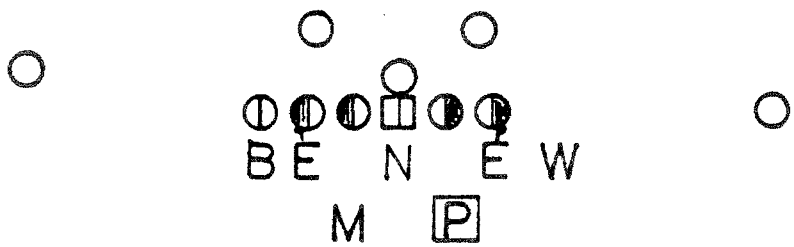
WEAK INSIDE LINEBACKER: CONTROL WEAK "B" GAP; PASS, IN COVERAGE.

WEAK END: BASE WEAK "C" GAP; PASS, RUSH INSIDE.

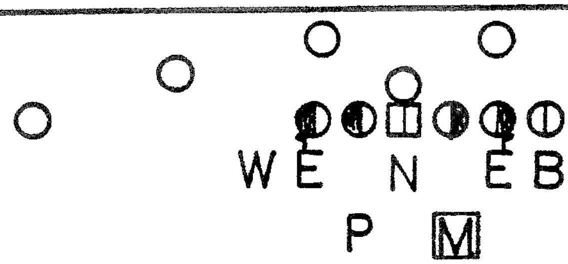
WEAK OUTSIDE LINEBACKER: FORCE WHEN IN SPACE (WILL OFTEN BE IN STUNT), FILL WHEN COVERED; PASS, RUSH AND CONTAIN.

SWING INSIDE

RED LEFT



RED SLOT LEFT



STRONG OUTSIDE LINEBACKER: FILL WHEN COVERED (MAY BE GIVEN "FORCE" CALL) AND FORCE WHEN IN SPACE; PASS, IN COVERAGE.

STRONG END: BASE STRONG "C" GAP; PASS, RUSH AND CONTAIN.

STRONG INSIDE LINEBACKER: CONTROL STRONG "B" GAP; PASS, IN COVERAGE.

NOSE TACKLE: BASE TWO WAY READ, CONTROL STRONG AND WEAK "A" GAPS; PASS, RUSH, FAVOR STRONG SIDE.

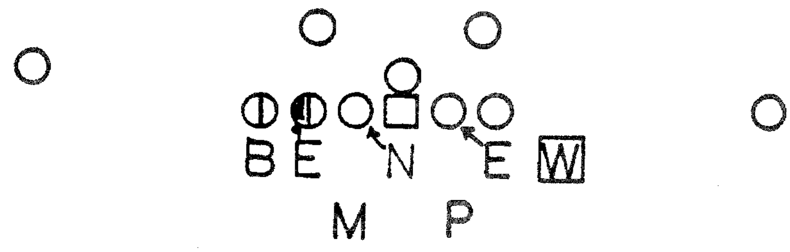
WEAK INSIDE LINEBACKER: CONTROL WEAK "B" GAP; PASS, RUSH INSIDE.

WEAK END: BASE WEAK "C" GAP; PASS, RUSH AND CONTAIN.

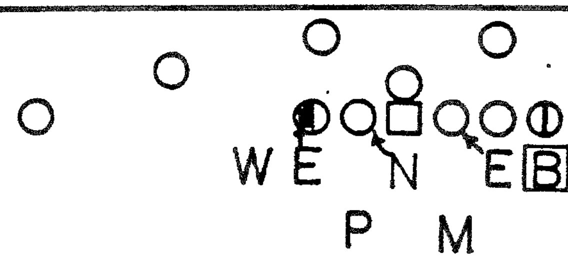
WEAK OUTSIDE LINEBACKER: FORCE WHEN IN SPACE, FILL WHEN COVERED; PASS, IN COVERAGE.

SWING SLANT

RED LEFT



RED SLOT LEFT



STRONG OUTSIDE LINEBACKER: FILL WHEN COVERED (MAY BE GIVEN "FORCE" CALL) AND FORCE WHEN IN SPACE; PASS, IN COVERAGE.

STRONG END: BASE STRONG "C" GAP; PASS, RUSH AND CONTAIN.

STRONG INSIDE LINEBACKER: RUN TO, CONTROL STRONG "B" GAP; RUN AWAY, SCRAPE WEAK "A" GAP; PASS, IN COVERAGE.

NOSE TACKLE: RAM STRONG.

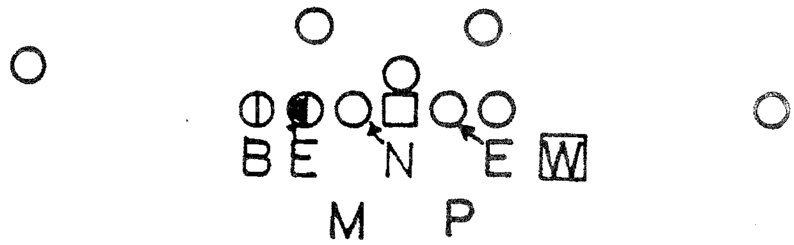
WEAK INSIDE LINEBACKER: RUN TO, SCRAPE WEAK "C" GAP TO BALL; RUN AWAY, CONTROL WEAK "A" GAP; PASS, IN COVERAGE.

WEAK END: RAM

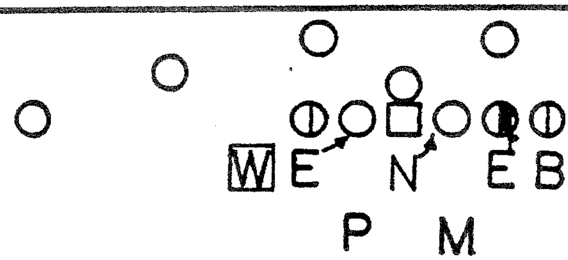
WEAK OUTSIDE LINEBACKER: WHEN IN SPACE, FORCE (WILL MOST OFTEN BE IN STUNT); WHEN COVERED, FILL; PASS, RUSH AND CONTAIN.

UNDER SLANT

RED LEFT



RED SLOT LEFT



BUCK: FILL VERSUS RUN, WILL OFTEN RECEIVE A "FORCE" CALL; PASS, IN COVERAGE.

SOLID END: BASE CONTROL SOLID "C" GAP; PASS, RUSH AND CONTAIN.

MIKE: RUN TO, CONTROL SOLID "B" GAP; RUN AWAY, SCRAPE FLEX "A" GAP; PASS, IN COVERAGE.

NOSE TACKLE: RAM SOLID.

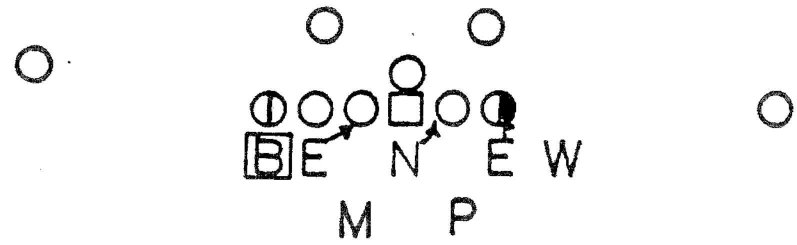
PLUGGER: RUN TO, SCRAPE "C" GAP TO BALL; RUN AWAY, CONTROL FLEX "A" GAP; PASS, IN COVERAGE.

FLEX END: RAM

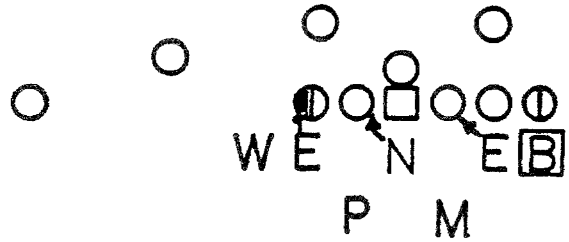
WHIP: FORCE (WILL OFTEN BE IN STUNT); PASS, RUSH AND CONTAIN.

OVER SLANT

RED LEFT



RED SLOT LEFT



BUCK: FILL VERSUS RUN; PASS, RUSH AND CONTAIN.

SOLID END: RAM

MIKE: RUN TO, SCRAPE "C" GAP TO BALL; RUN AWAY, CONTROL SOLID "A" GAP; PASS, IN COVERAGE.

NOSE TACKLE: RAM FLEX.

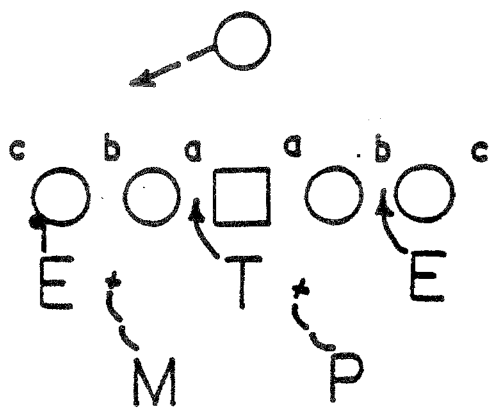
PLUGGER: RUN TO, CONTROL "B" GAP; RUN AWAY, SCRAPE SOLID "A" GAP; PASS, IN COVERAGE.

FLEX END: BASE CONTROL FLEX "C"; PASS, RUSH AND CONTAIN.

WHIP: FORCE RUNS YOUR WAY; PASS, IN COVERAGE.

SLANT VERSUS FLOW

(ROB / LUCKY)



SLANT SOLID/FLOW SOLID

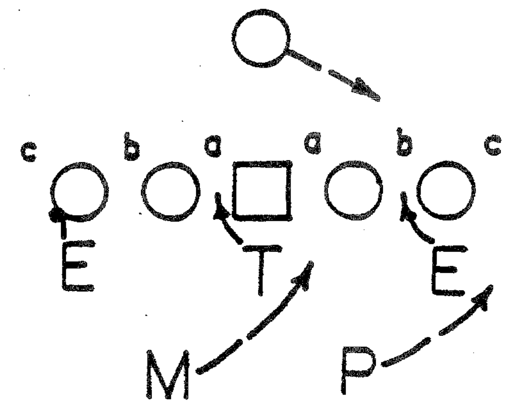
SOLID END: Tough

NOSE: Step around/Ram

FLEX END: Ram

MIKE: Control solid "b" gap

PLUGGER: Control flex "a" gap



SLANT SOLID/FLOW FLEX

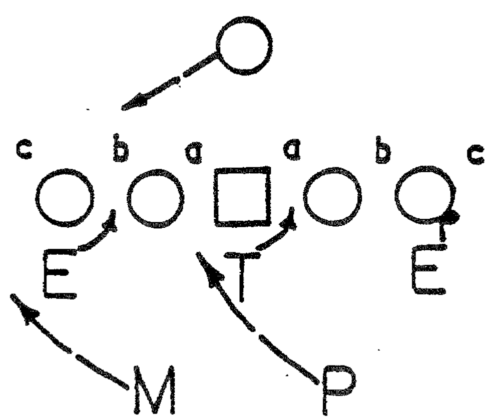
SOLID END: Tough

NOSE: Ram

FLEX END: Ram

MIKE: Attack flex "a' gap

PLUGGER: Attack flex



SLANT FLEX/FLOW SOLID

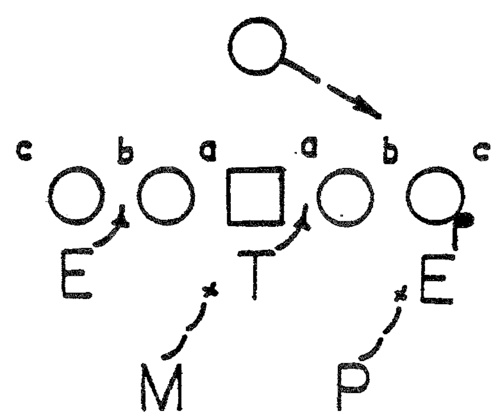
SOLID END: Ram

NOSE: Ram

FLEX END: Tough

MIKE: Attack Solid

PLUGGER: Attack Solid "a" gap



SLANT FLEX/FLOW FLEX

SOLID END: Ram

NOSE: Ram

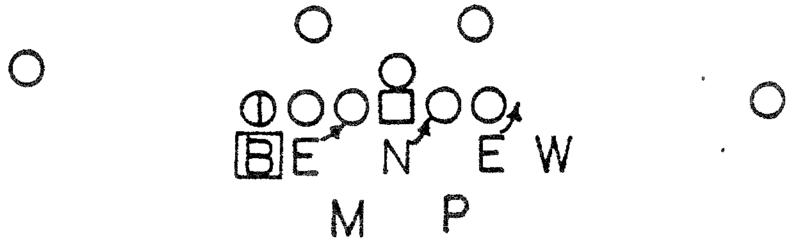
FLEX END: Tough

MIKE: Control solid "a" gap

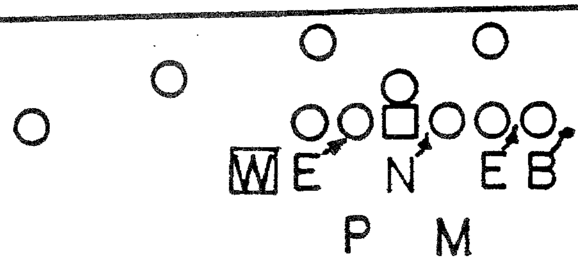
PLUGGER: Control flex "b" gap

FLIP ANGLE

RED LEFT



RED SLOT LEFT



STRONG OUTSIDE LINEBACKER: IF COVERED FILL, IF OPEN FORCE; PASS, RUSH AND CONTAIN.

STONG END: RAM

STRONG INSIDE LINEBACKER: RUN TO, SCRAPE "C" GAP TO BALL; RUN AWAY, CONTROL STRONG "A" GAP; PASS, IN COVERAGE.

NOSE TACKLE: RAM WEAK.

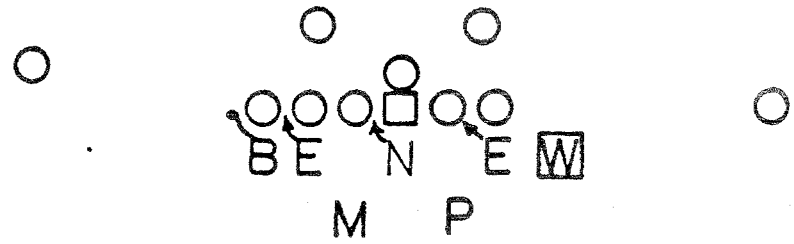
WEAK INSIDE LINEBACKER: RUN TO, CONTROL WEAK "B" GAP; RUN AWAY, SCRAPE STRONG "A" GAP; PASS, IN COVERAGE.

WEAK END: LOOP

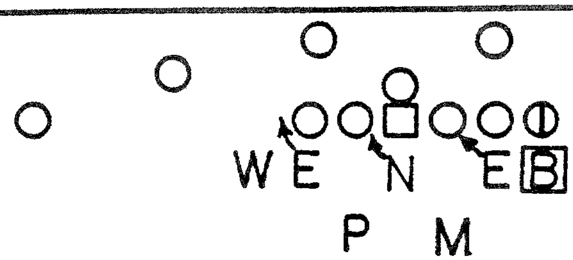
WEAK OUTSIDE LINEBACKER: IF IN SPACE FORCE, IF COVERED FILL; RUN AWAY, SINK; PASS, IN COVERAGE.

SWING ANGLE

RED LEFT



RED SLOT LEFT



STRONG OUTSIDE LINEBACKER: IF COVERED FILL (WILL OFTEN RECEIVE A "FORCE" CALL), IF IN SPACE FORCE; RUN AWAY, SINK; PASS, IN COVERAGE.

STRONG END: LOOP

STRONG INSIDE LINEBACKER: RUN TO, CONTROL STRONG "B" GAP; RUN AWAY SCRAPE FLEX "A" GAP; PASS, IN COVERAGE.

NOSE TACKLE: RAM STRONG.

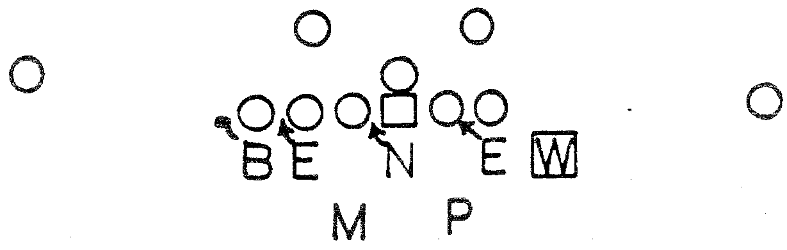
WEAK INSIDE LINEBACKER: RUN TO, SCRAPE "C" GAP TO BALL; RUN AWAY, CONTROL FLEX "A" GAP; PASS, IN COVERAGE.

WEAK END: RAM

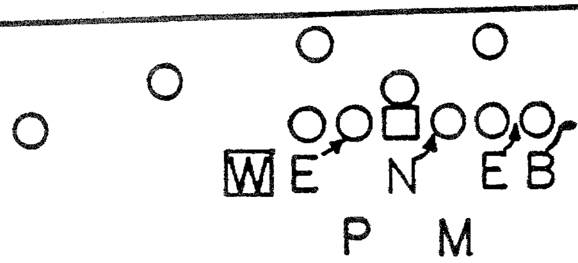
WEAK OUTSIDE LINEBACKER: IF IN SPACE FORCE (WILL OFTEN BE IN STUNT), IF COVERED FILL; PASS, RUSH AND CONTAIN.

UNDER ANGLE

RED LEFT



RED SLOT LEFT



BUCK: RUN TO, FILL (WILL OFTEN RECEIVE "FORCE" CALL); RUN AWAY, SINK; PASS, IN COVERAGE.

SOLID END: LOOP

MIKE: RUN TO, CONTROL SOLID "B" GAP; RUN AWAY, SCRAPE FLEX "A" GAP; PASS, IN COVERAGE.

NOSE TACKLE: RAM SOLID.

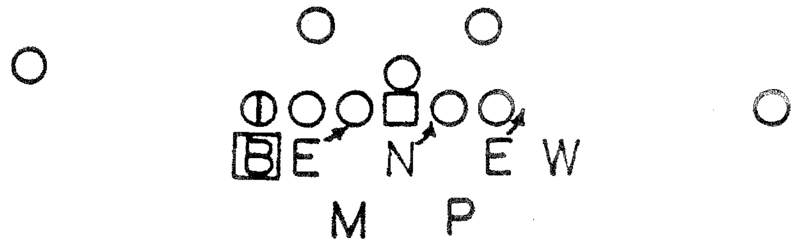
PLUGGER: RUN TO, SCRAPE "C" GAP TO BALL; RUN AWAY, CONTROL FLEX "A" GAP; PASS, IN COVERAGE.

FLEX END: RAM

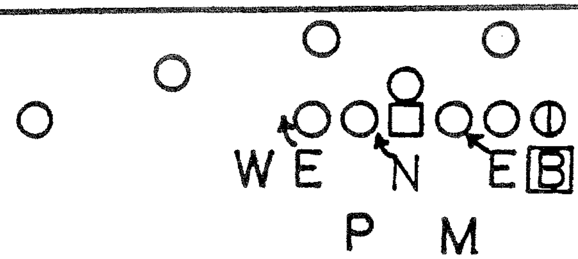
WHIP: RUN TO, FORCE (WILL MOST OFTEN BE IN STUNT); PASS, RUSH AND CONTAIN.

OVER ANGLE

RED LEFT



RED SLOT LEFT



BUCK: FILL VERSUS RUN TO; PASS, RUSH AND CONTAIN.

SOLID END: RAM

MIKE: RUN TO, SCRAPE "C" GAP TO BALL; RUN AWAY, CONTROL SOLID "A" GAP; PASS, IN COVERAGE.

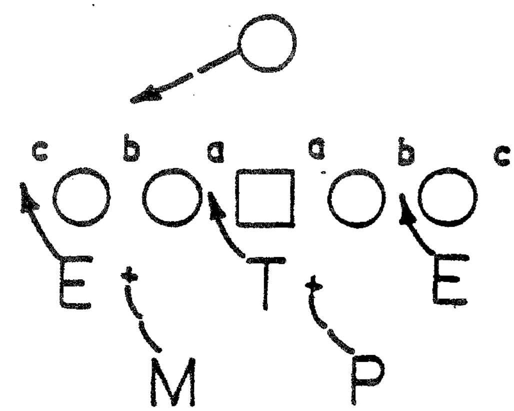
NOSE TACKLE: RAM FLEX.

PLUGGER: RUN TO, CONTROL FLEX "B" GAP; RUN AWAY, SCRAPE SOLID "A" GAP PASS, IN COVERAGE.

FLEX END: LOOP

WHIP: RUN TO, FORCE; RUN AWAY, SINK; PASS, IN COVERAGE.

ANGLE VERSUS FLOW
(RIP / LIZ)



ANGLE SOLID/FLOW SOLID

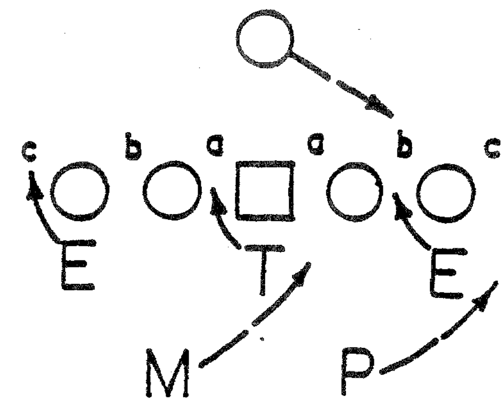
SOLID END: Loop

NOSE: Ram

FLEX END: Ram

MIKE: Control solid "b" gap

PLUGGER: Control flex "a' gap



ANGLE SOLID/FLOW FLEX

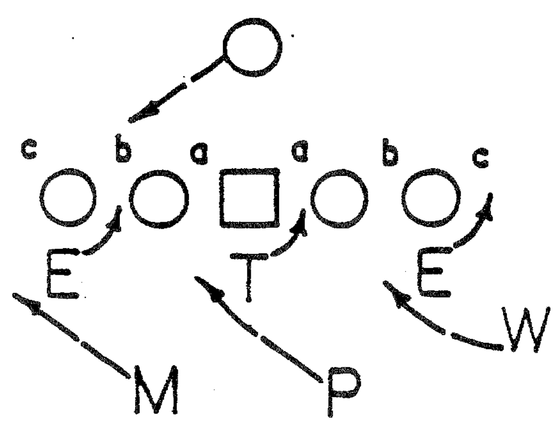
SOLID END: LOOP

NOSE: Ram

FLEX END: Ram

MIKE: Attack flex "a' gap

PLUGGER: Scrap to ball flex



ANGLE FLEX/FLOW SOLID

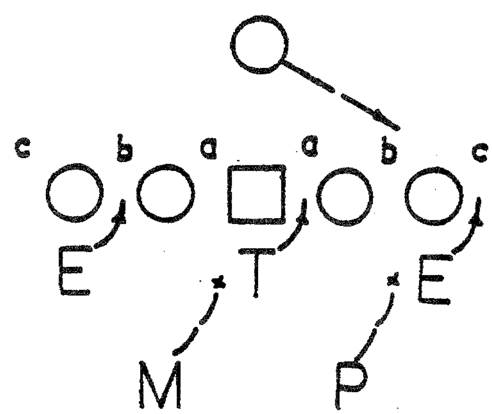
SOLID END: Ram

NOSE: Ram

FLEX END: Loop

MIKE: Attack solid "c" gap. If Buck in charge, attack the ball outside of Bucks' play.

PLUGGER: Attack solid "a" gap



ANGLE FLEX/FLOW FLEX

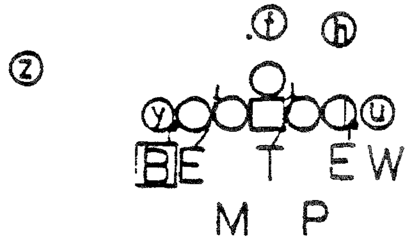
SOLID END: Ram

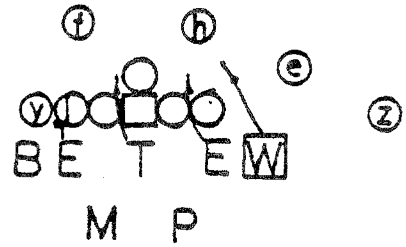
NOSE: Ram

FLEX END: Loop

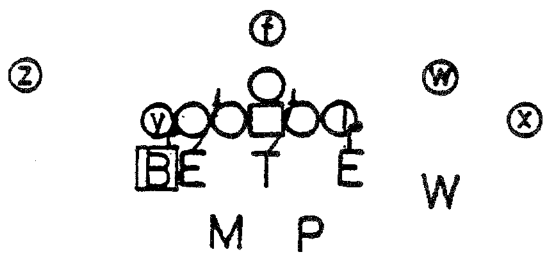
MIKE: Control solid "a" gap

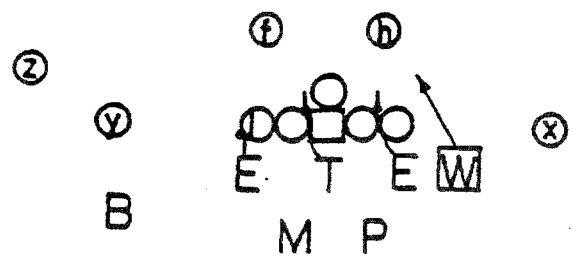
PLUGGER: Control flex "b" gap



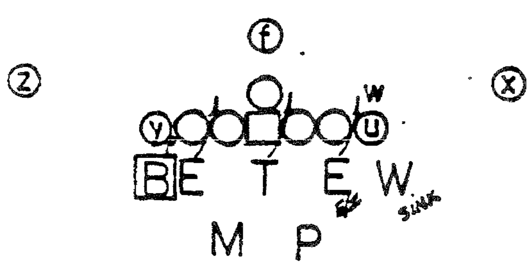


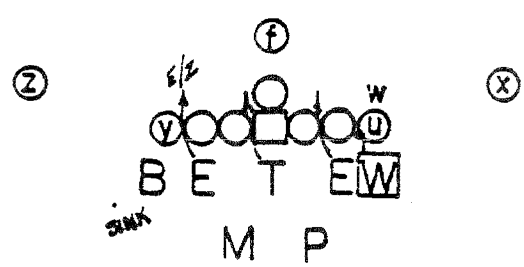
1. Any time an <u>ANGLE</u> is called into a tight end and there is two backs in the backfield, ANGLE (WEST/EAST) goes to SLANT (PORT/STAR).





2. Any time an <u>ANGLE</u> is called into a open receiver and the outside linebacker is "walked off", ANGLE (WEST/EAST) goes to SLANT (PORT/STAR).

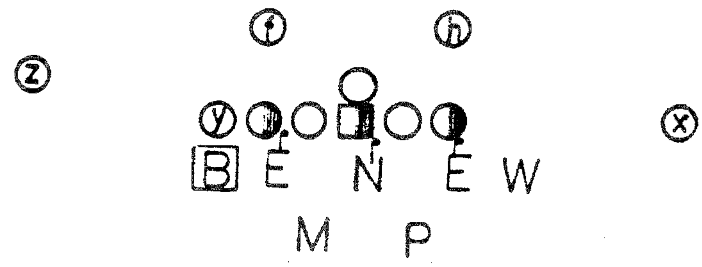




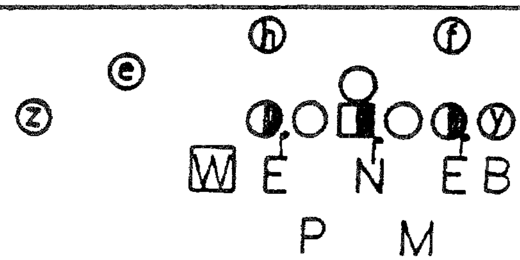
3. If an ANGLE is on into a tight end and there is one back, the ANGLE stays on. If a SLANT is on into a tight end and there is one back, the SLANT (PORT/STAR) goes to ANGLE (WEST/EAST).

FLIP CHEAT

RED LEFT



RED SLOT LEFT



STRONG OUTSIDE LINEBACKER: FILL OR FORCE RUNS DEPENDENT ON CLOSED OR OPEN SET; IF COVERED, RETARD RELEASE OF "Y" ("U"); PASS, RUSH AND CONTAIN.

STRONG END: CHEAT AND CONTROL "B" GAP; PASS, RUSH INSIDE.

STRONG INSIDE LINEBACKER: RUN TO, SCRAPE STRONG "C" GAP; RUN AWAY, CONTROL STRONG "A" GAP; PASS, IN COVERAGE.

NOSE TACKLE: CHEAT AND CONTROL WEAK "A" GAP; PASS, RUSH WEAK.

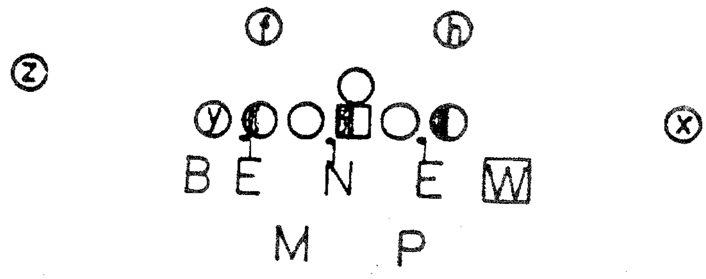
WEAK INSIDE LINEBACKER: RUN TO, CONTROL WEAK "B" GAP; RUN AWAY, SCRAPE STRONG "A" GAP; PASS, IN COVERAGE.

WEAK END: BASE WEAK "C" GAP; PASS, RUSH AND CONTAIN.

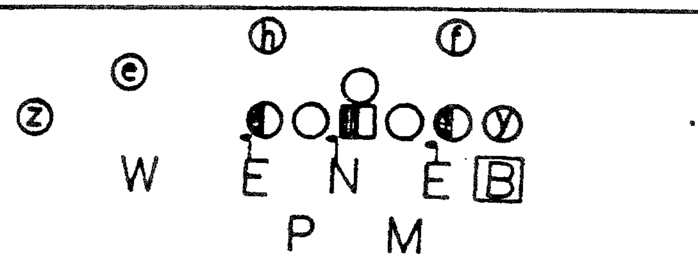
WEAK OUTSIDE LINEBACKER: FORCE WHEN IN SPACE AND FILL WHEN COVERED; PASS, IN COVERAGE.

SWING CHEAT

RED LEFT



RED SLOT LEFT



STRONG OUTSIDE LINEBACKER: FILL WHEN COVERED (MAY BE GIVEN "FORCE" CALL AND FORCE WHEN IN SPACE; PASS, IN COVERAGE.

STRONG END: BASE STRONG "C" GAP; PASS, RUSH AND CONTAIN.

STRONG INSIDE LINEBACKER: RUN TO, CONTROL STRONG "B" GAP; RUN AWAY SCRAPE WEAK "A" GAP; PASS, IN COVERAGE.

NOSE TACKLE: CHEAT AND CONTROL STRONG "A" GAP; PASS, RUSH STRONG.

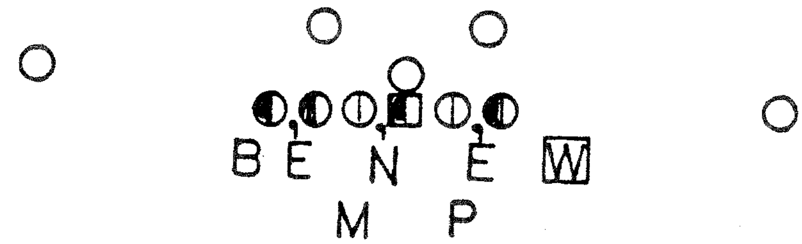
WEAK INSIDE LINEBACKER: RUN TO, SCRAPE WEAK "C" GAP TO BALL; RUN AWAY, CONTROL WEAK "A" GAP; PASS, IN COVERAGE.

WEAK END: CHEAT AND CONTROL "B" GAP; PASS, RUSH INSIDE.

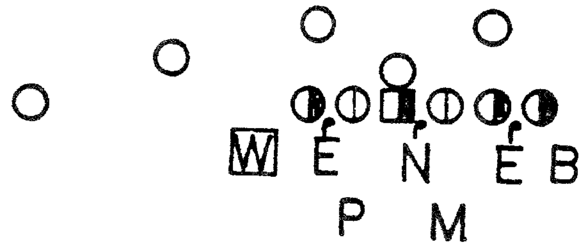
WEAK OUTSIDE LINEBACKER: WHEN IN SPACE, FORCE (WILL MOST OFTEN BE IN STUNT); WHEN COVERED, FILL; PASS, RUSH AND CONTAIN.

UNDER CHEAT

RED LEFT



RED SLOT LEFT



BUCK: RUN TO FILL (OFTEN WILL RECEIVE FORCE CALL); RUN AWAY, SINK.

SOLID END: CHEAT AND CONTROL SOLID "C" GAP; PASS, RUSH AND CONTAIN.

MIKE: RUN TO, CONTROL SOLID "B" GAP; RUN AWAY, SCRAPE FLEX "A" GAP; PASS, IN COVERAGE.

NOSE TACKLE: CHEAT AND CONTROL SOLID "A" GAP; PASS, RUSH SOLID.

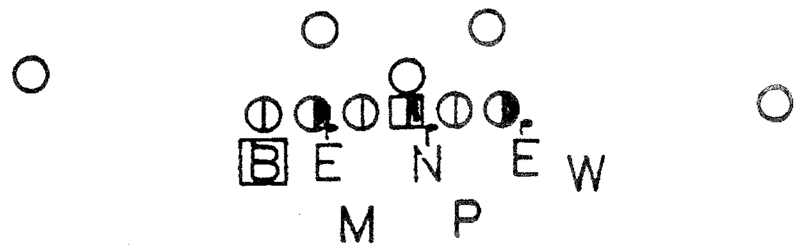
PLUGGER: RUN TO, SCRAPE TO BALL (WHIP IN FLAME); RUN AWAY, CONTROL FLEX "A" GAP; PASS, IN COVERAGE.

FLEX END: CHEAT AND CONTROL FLEX "B" GAP; PASS, RUSH INSIDE.

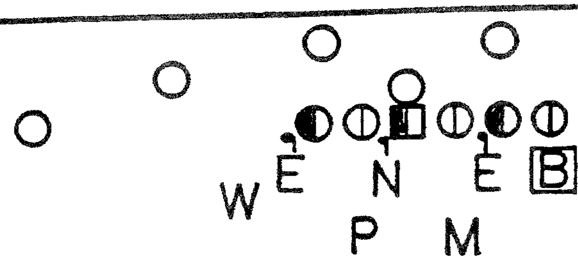
WHIP: FLAME

OVER CHEAT

RED LEFT



RED SLOT LEFT



BUCK: FILL VERSUS RUN TO; PASS, RUSH AND CONTAIN.

SOLID END: CHEAT AND CONTROL SOLID "B" GAP; RUSH INSIDE.

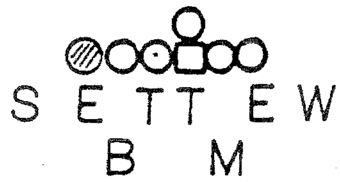
MIKE: RUN TO, SCRAPE "C" GAP TO BALL; RUN AWAY, CONTROL SOLID "A" GAP; PASS, IN COVERAGE.

NOSE TACKLE: CHEAT AND CONTROL FLEX "A" GAP; PASS, RUSH FLEX.

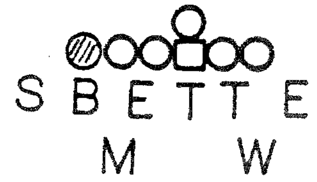
PLUGGER: RUN TO CONTROL FLEX "B" GAP; RUN AWAY SCRAPE, SOLID "A" GAP; PASS, IN COVERAGE.

FLEX TACKLE: CHEAT AND CONTROL FLEX "C" GAP; PASS, RUSH AND CONTAIN.

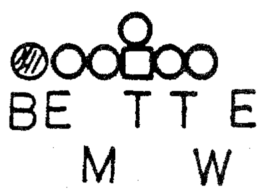
WHIP: RUN TO, FORCE; RUN AWAY, SINK; PASS, IN COVERAGE.



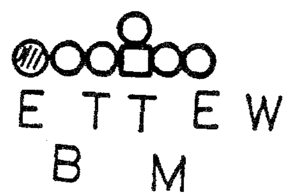
HAWK



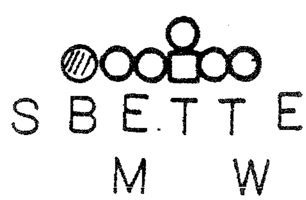
NAVAJO



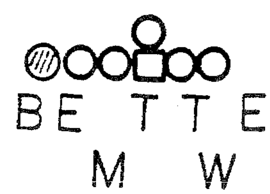
EAGLE



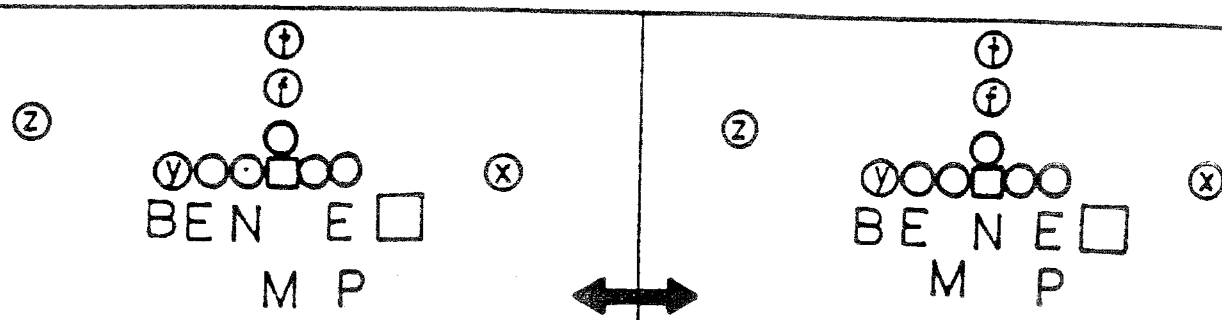
NAVAJO



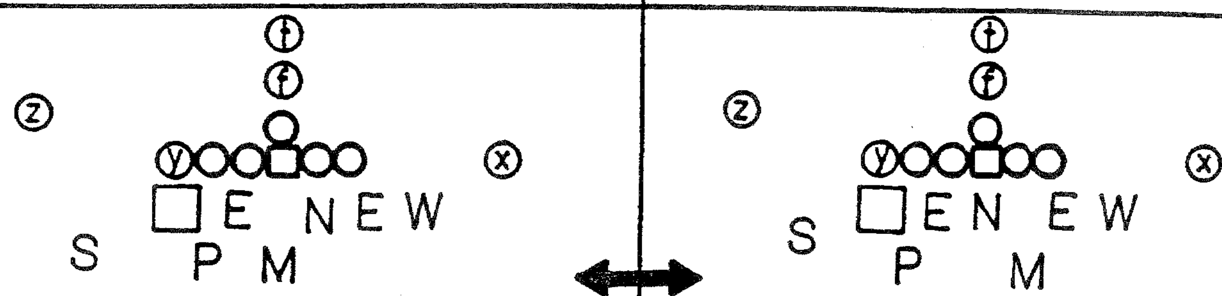
NAVAJO



EAGLE

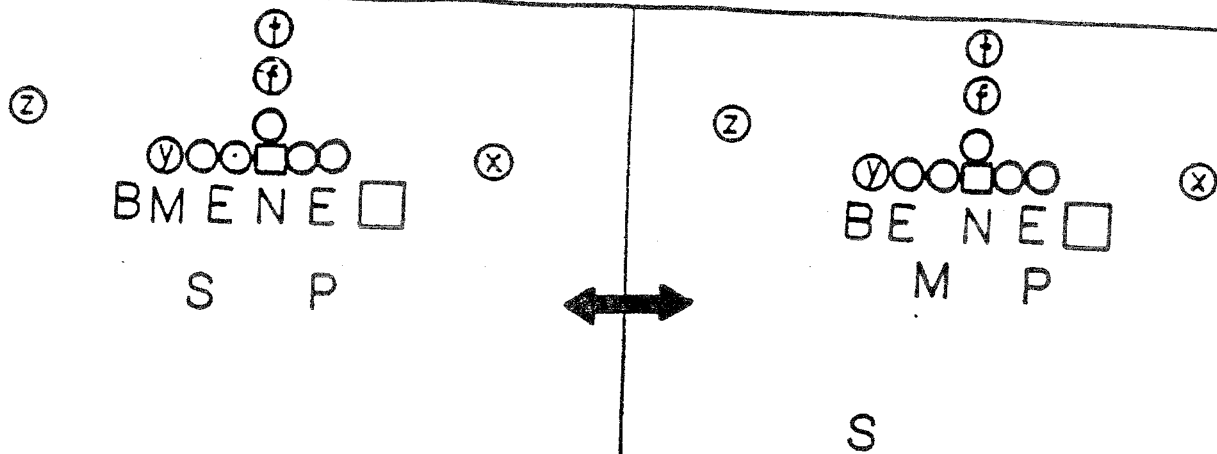


"STEM" TO EAGLE

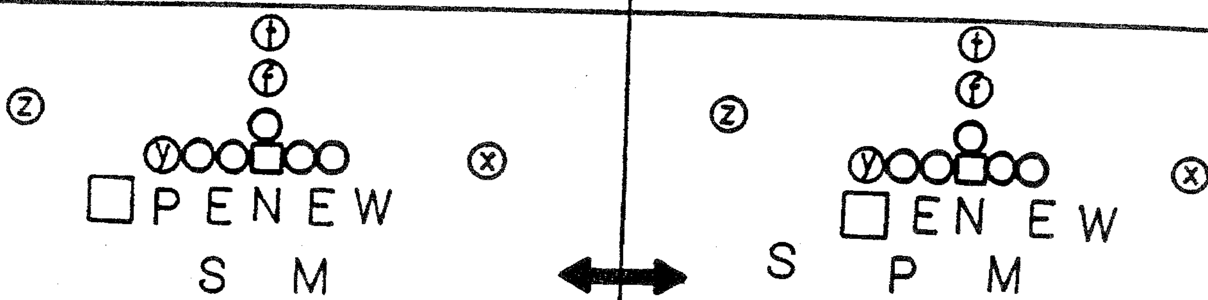


"STEM" TO HAWK





"SHIFT" TO EAGLE



"SHIFT" TO HAWK

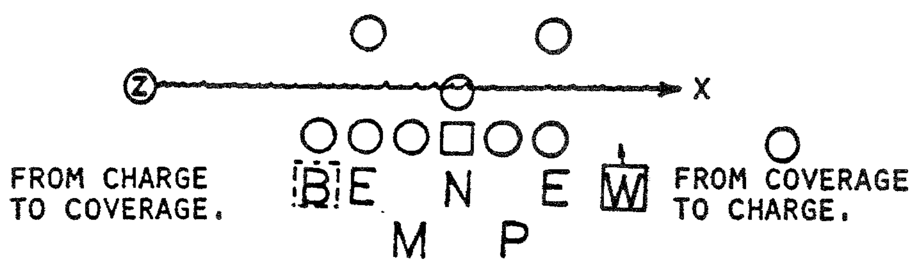




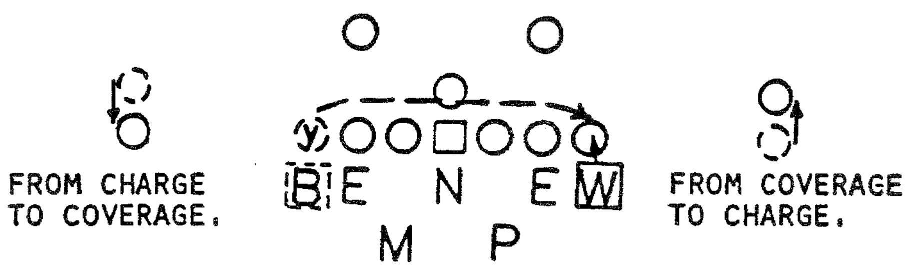
FLIP CONCEPT

WHEN PLAYING FLIP, THE OUTSIDE LINEBACKER TO STRENGTH IS IN THE CHARGE. SHOULD STRENGTH CHANGE, DUE TO CROSS MOTION OR CROSS SHIFT, THEN THE OUTSIDE LINEBACKER TO THE NEW STRENGTH WILL BE IN THE CHARGE.

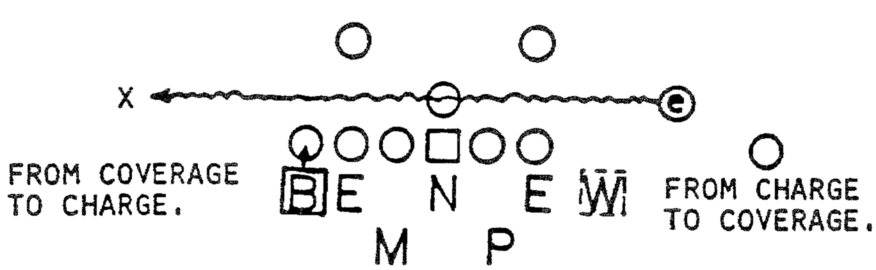
1. "Z" CROSS MOTION



2. "Y" CROSS SHIFT



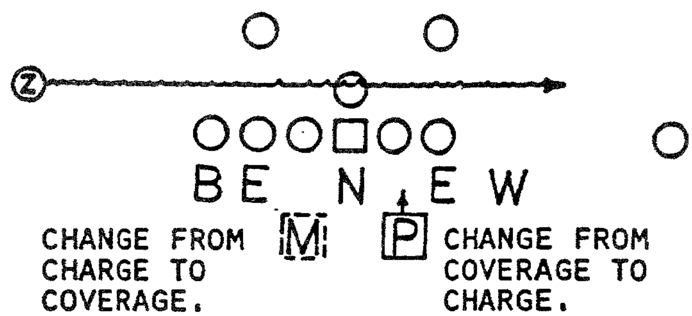
3. "E" CROSS MOTION



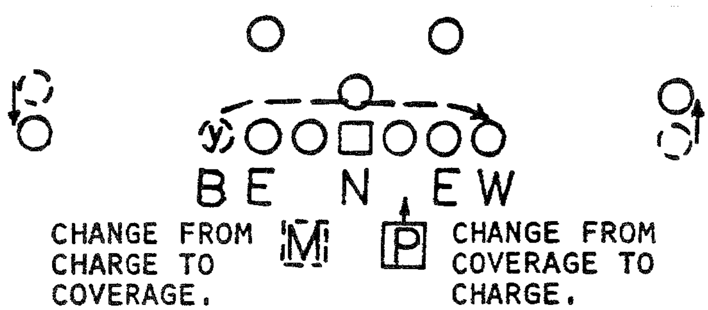
FLIP INSIDE CONCEPT

WHEN PLAYING FLIP INSIDE, THE INSIDE LINEBACKER TO STRENGTH IS IN THE CHARGE. SHOULD STRENGTH CHANGE, DUE TO CROSS MOTION OR CROSS SHIFT, THEN THE INSIDE LINEBACKER TO THE NEW STRENGTH WILL BE IN THE CHARGE.

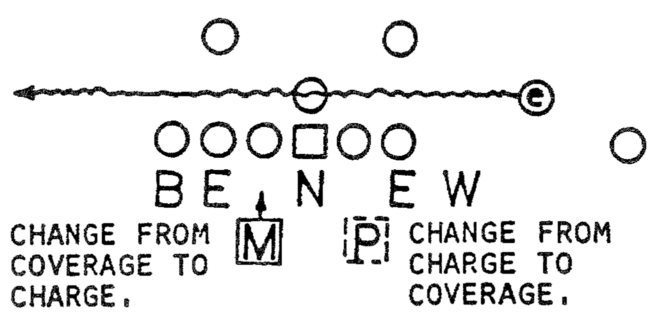
1. "Z" CROSS MOTION



2. "Y" CROSS SHIFT



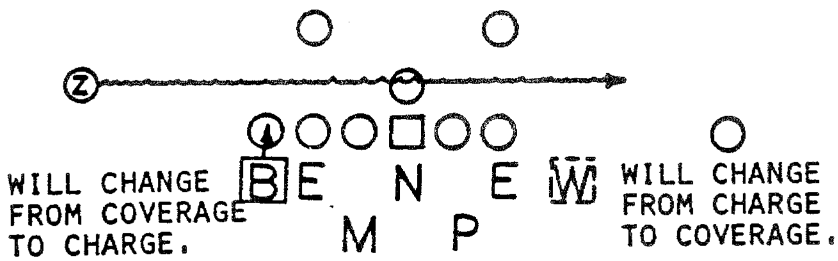
3. "E" CROSS MOTION



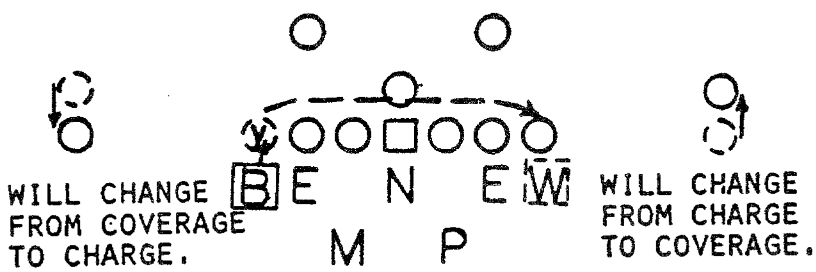
SWING CONCEPT

WHEN PLAYING SWING, THE OUTSIDE LINEBACKER WEAK IS IN THE CHARGE. SHOULD THE STRENGTH CHANGE, DUE TO CROSS MOTION OR CROSS SHIFT, THEN THE OUTSIDE LINEBACKER TO THE NEW WEAK SIDE WILL BE IN THE CHARGE.

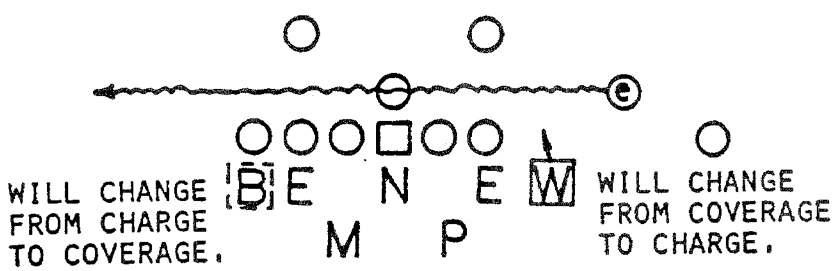
1. "Z" CROSS MOTION



2. "Y" CROSS SHIFT



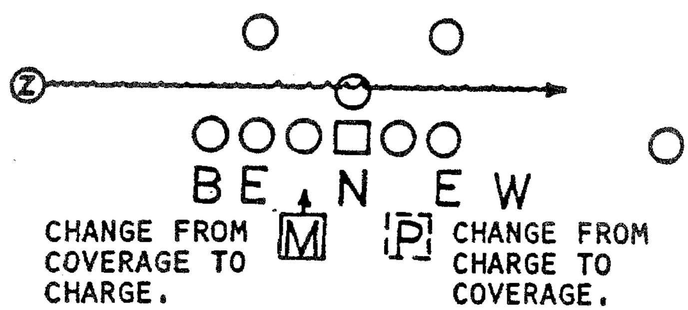
3. "E" CROSS MOTION



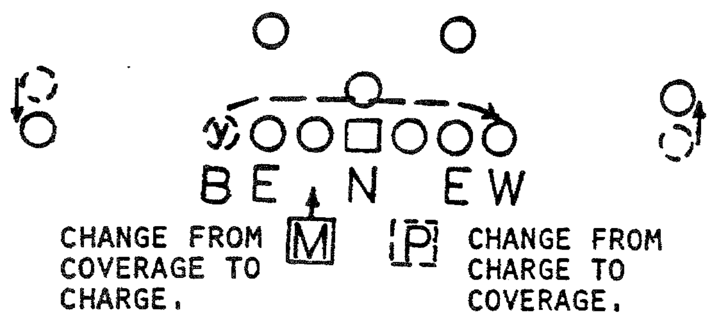
SWING INSIDE CONCEPT

WHEN PLAYING SWING INSIDE, THE INSIDE LINEBACKER WEAK IS IN THE CHARGE. SHOULD THE STRENGTH CHANGE, DUE TO CROSS MOTION OR CROSS SHIFT, THEN THE INSIDE LINEBACKER TO THE NEW WEAK SIDE WILL BE IN THE CHARGE.

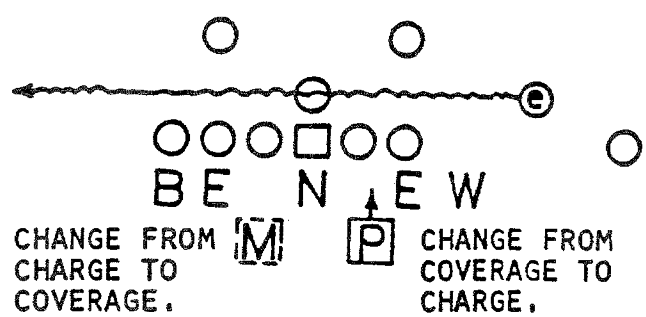
1. "Z" CROSS MOTION



2. "Y" CROSS SHIFT



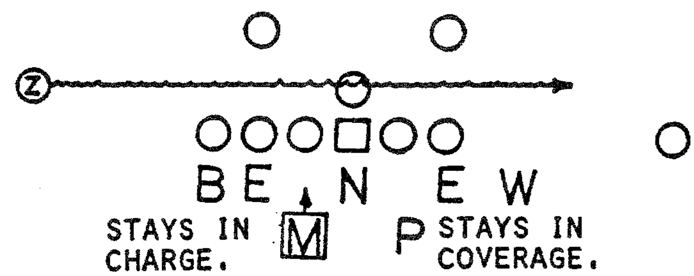
3. "E" CROSS MOTION



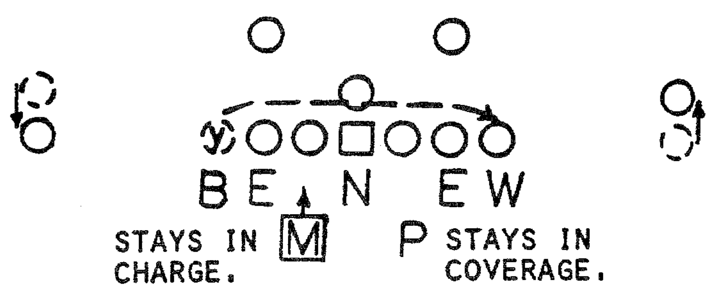
OVER INSIDE CONCEPT

WHEN PLAYING OVER INSIDE, THE INSIDE LINEBACKER TO THE SOLID SIDE IS IN THE CHARGE. SHOULD STRENGTH CHANGE, DUE TO CROSS MOTION OR CROSS SHIFT, THE INSIDE LINEBACKER TO THE ORIGINAL SOLID SIDE STAYS IN THE CHARGE. CHANGE IN STRENGTH DOES NOT CHANGE THE OVER CHARGE.

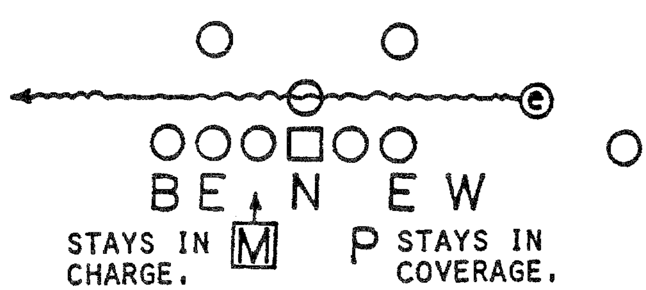
1. "Z" CROSS MOTION



2. "Y" CROSS SHIFT



3. "E" CROSS MOTION



BASE COVER 30 (TOP/TOP)
(POSSIBLE COVER 30 CLOUD OR COVER 30 THUNDER)

1- FRONT SEVEN (7) PLAYS BASE (TANK/ROCK-IT) READ DEFENSE

2- VERSUS PASS, BOTH ENDS PASS RUSH CONTAIN AND NOSE HAS TWO-WAY GO (OR READ PASS/GAME)

3- FLANKER SETS: BUCK TAKE "Y" ON OUTSIDE RELEASE AND "UP" ROUTES; PLAY FLEX SIDE LIKE COVER 3 ---- STRONG SAFETY AND BUCK MOVE COVERAGE ZONE IN VERSUS 70 ACTION

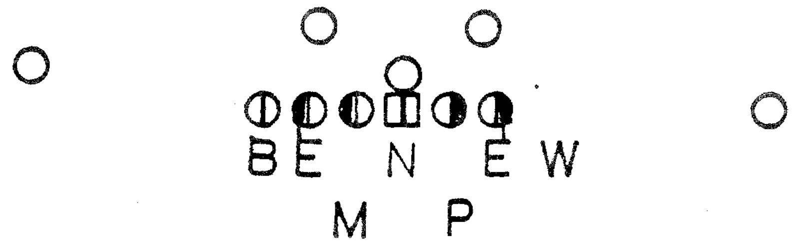
4- STRONG SAFETY, THUNDER VERSUS "Y" DEEP AND "Y" CROSS MOTION

5- CORNER SUN VERSUS FLANKER CROSS/MOTION AND STRONG SAFETY SUN VERSUS SLOT CROSS/MOTION

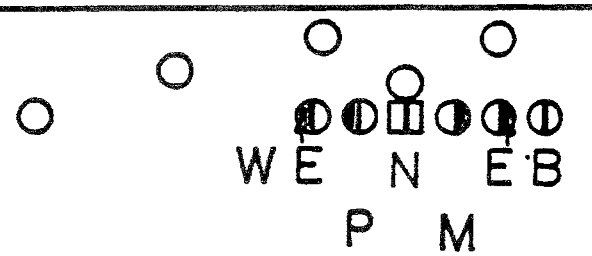
6- NO FLAT/FLAT CALLS WITH COVER 30 TO STRONG/SIDE

BASE

RED LEFT



RED SLOT LEFT



BUCK: RETARD RELEASE OF "Y"; FILL VERSUS RUN; PASS, IN COVERAGE.

SOLID END: BASE SOLID "C" GAP; PASS, RUSH AND CONTAIN.

MIKE: CONTROL SOLID "B" GAP; PASS, IN COVERAGE.

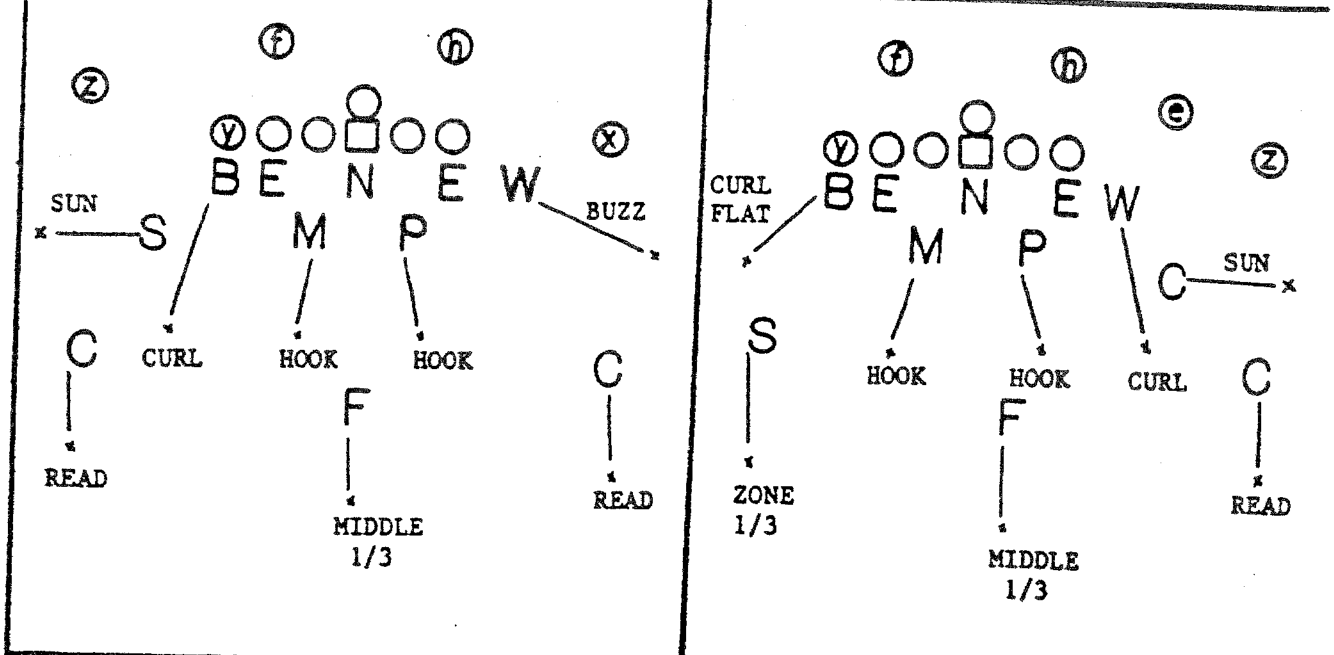
NOSE TACKLE: BASE TWO WAY READ, CONTROL SOLID AND FLEX "A" GAP; PASS, RUSH.

PLUGGER: CONTROL FLEX "B" GAP; PASS IN COVERAGE.

FLEX END: BASE FLEX "C" GAP; PASS, RUSH AND CONTAIN.

WHIP: IF TO OPEN SIDE FORCE RUNS; PASS, IN COVERAGE.

BASE COVER 30



<u>STRONG OUTSIDE LINEBACKER</u>: DEFEND CURL; TAKE "Y" UP ON OUTSIDE RELEASE 70 ACTION DEFEND THE HOOK; ALERT THUNDER CALL.

<u>STRONG INSIDE LINEBACKER</u>: DEFEND HOOK.

<u>WEAK INSIDE LINEBACKER</u>: FLANKER, DEFEND HOOK: ALERT ZEBRA, STACK, CALLS; SLOT, DEFEND HOOK.

<u>WEAK OUTSIDE LINEBACKER</u>: FLANKER, BUZZ: ALERT ZEBRA, STACK, THUNDER, CALLS; SLOT, DEFEND FLAT (COMET).

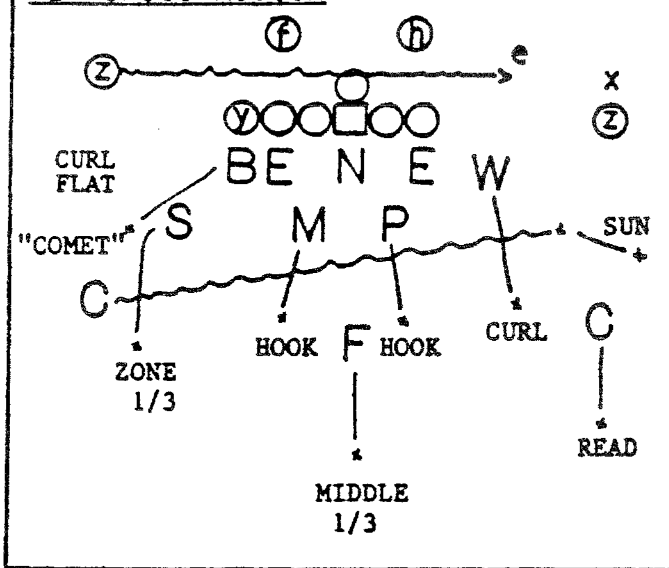
<u>STRONG CORNER</u>: READ; ALERT THUNDER CALL.

<u>STRONG SAFETY</u>: FLANKER, SUN: "Y" DEEP OR CROSS MOTION (SHIFT), THUNDER; SLOT, ZONE 1/3; WHEN IN <u>SUN</u>, DEFEND CURL VERSUS 70 ACTION.

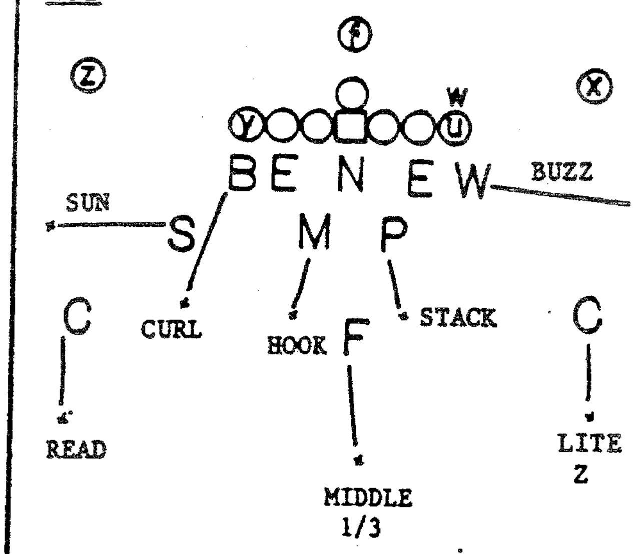
<u>FREE SAFETY</u>: DEFEND MIDDLE 1/3.

<u>WEAK CORNER</u>: FLANKER, READ: ALERT ZEBRA, STACK, THUNDER CALLS; SLOT, SUN.

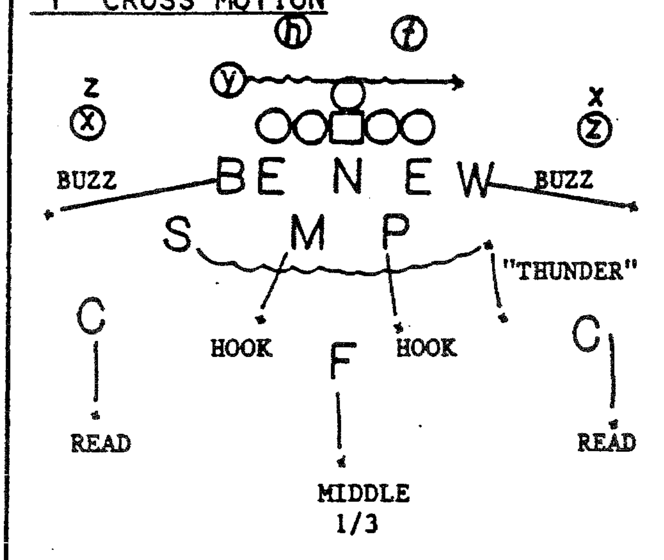
"Z" CROSS MOTION



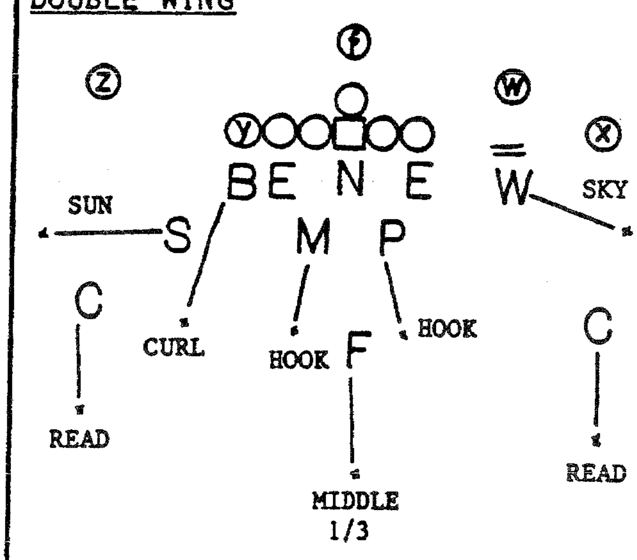
ACE



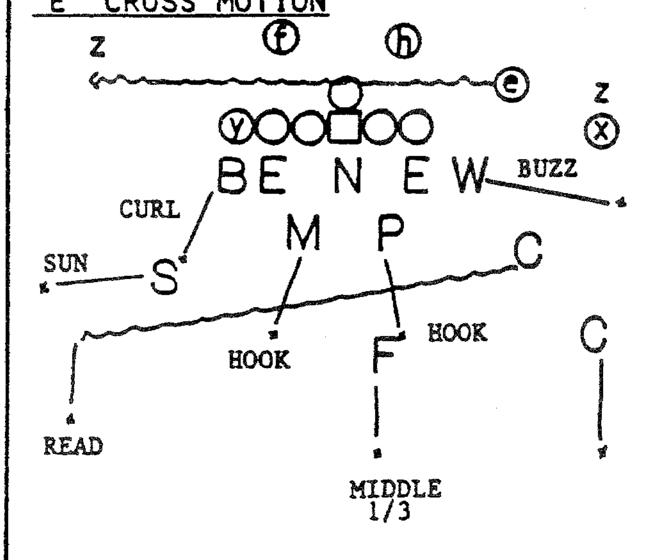
"Y" CROSS MOTION



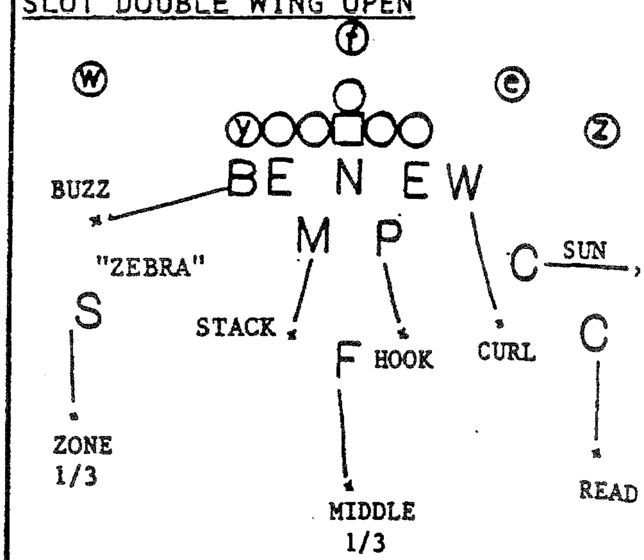
DOUBLE WING



"E" CROSS MOTION



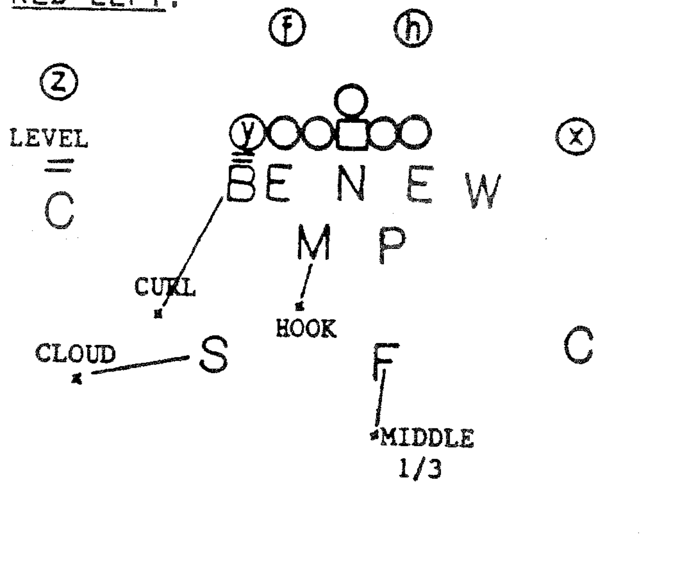
SLOT DOUBLE WING OPEN



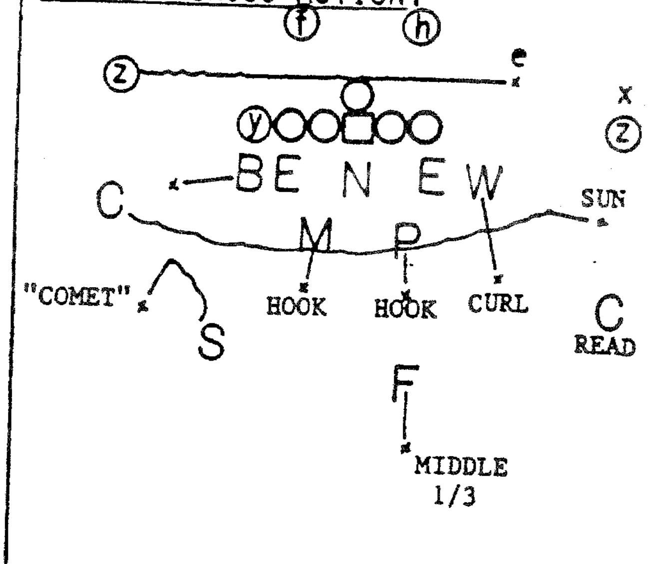
BASE COVER 30 VARIATIONS

- BASE COVER 30 CLOUD -

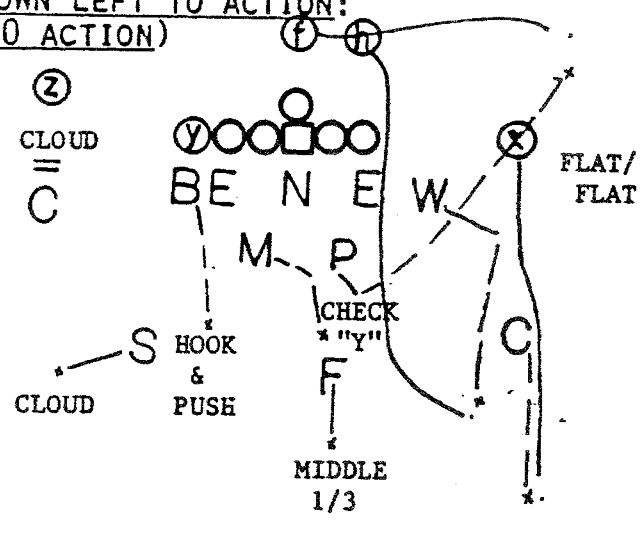
RED LEFT:



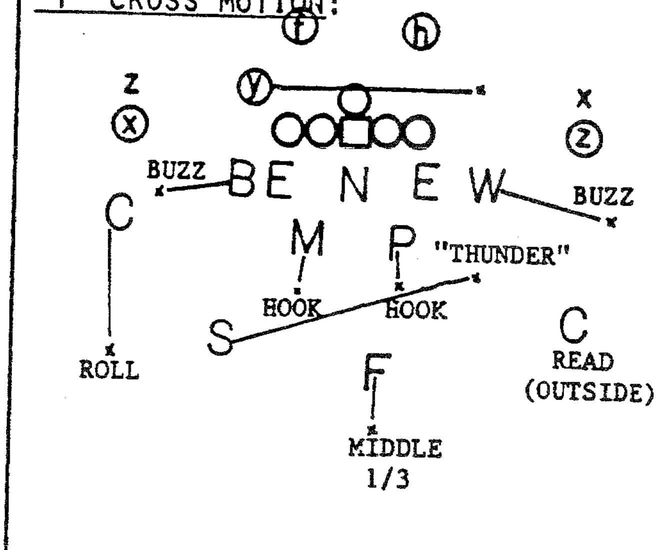
FLANKER CROSS MOTION:



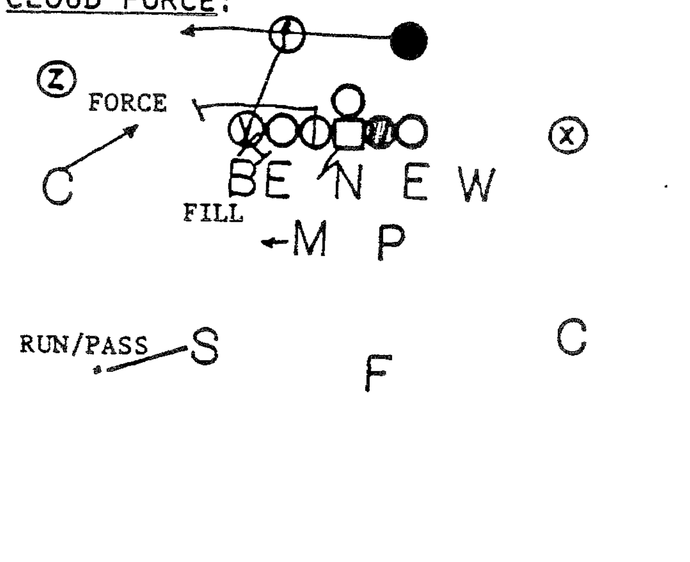
BROWN LEFT TO ACTION:
(70 ACTION)



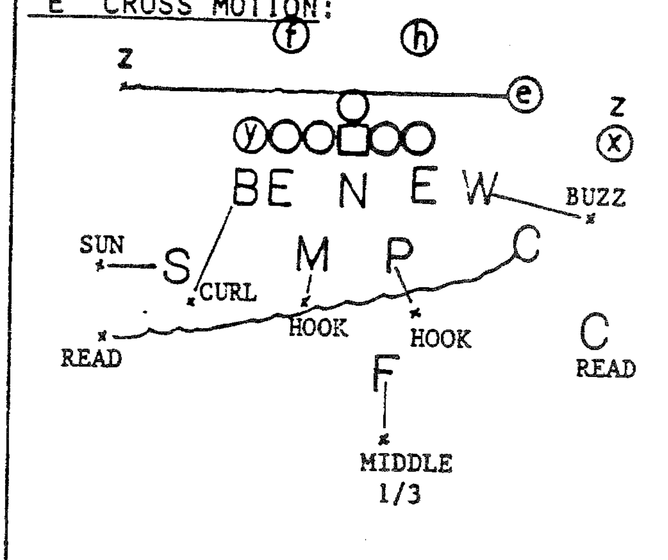
"Y" CROSS MOTION:



CLOUD FORCE:



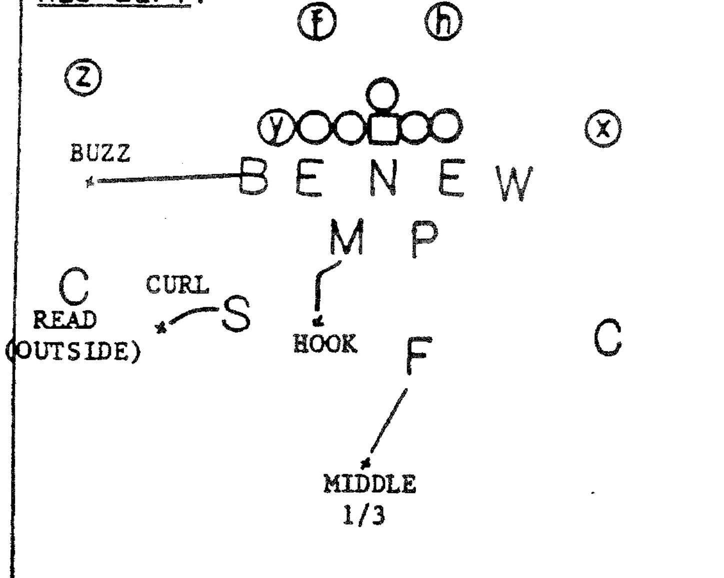
"E" CROSS MOTION:



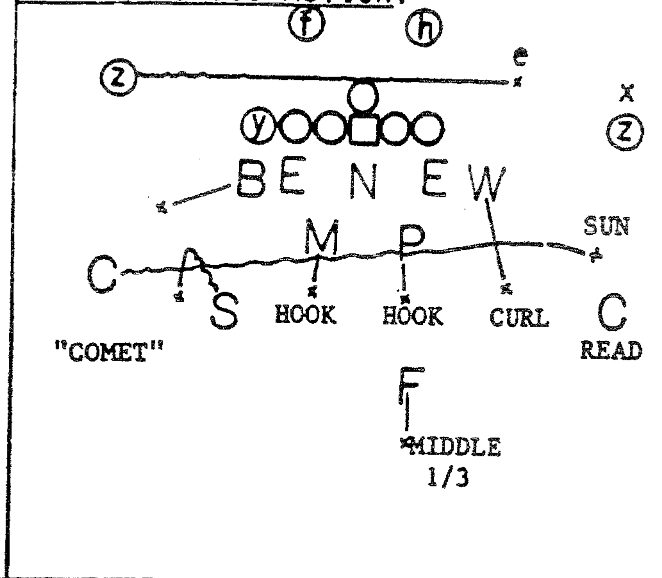
BASE COVER 30 VARIATIONS

- BASE COVER 30 THUNDER -

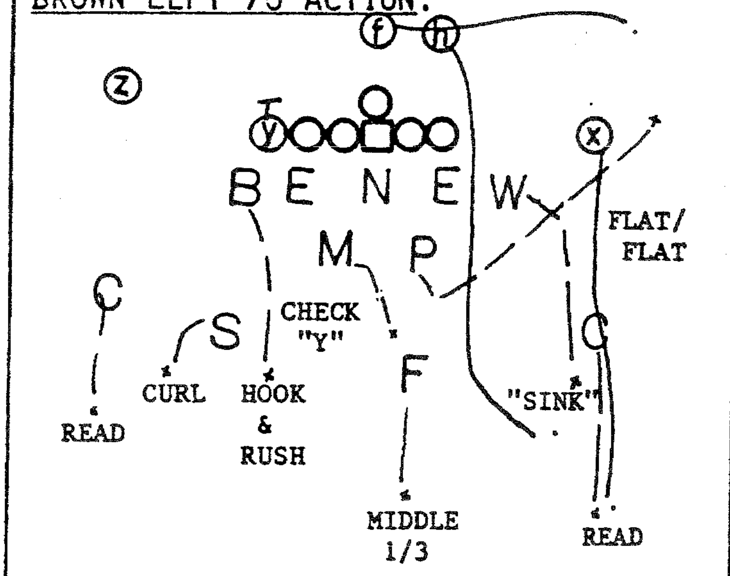
RED LEFT:



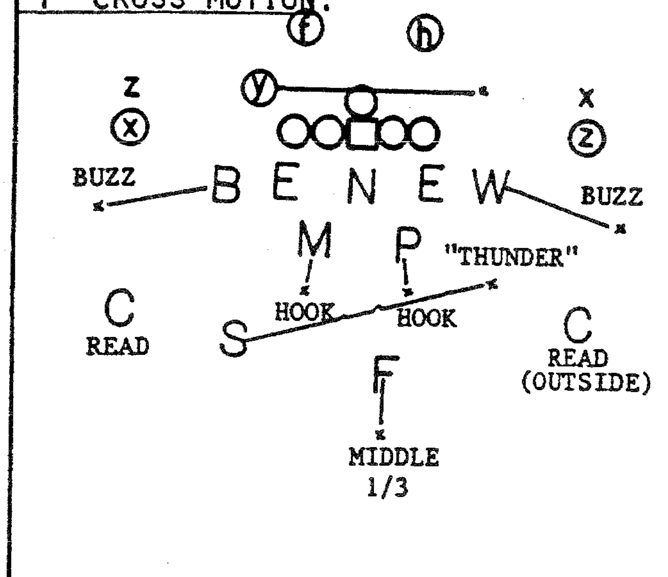
FLANKER CROSS MOTION:



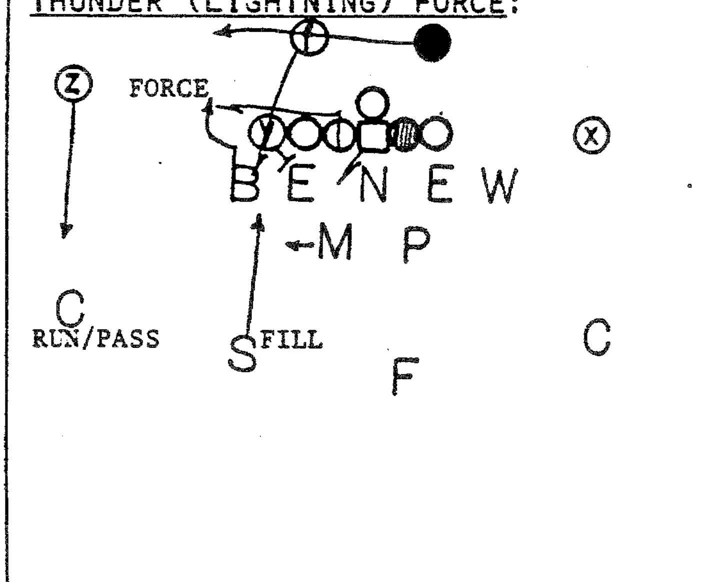
BROWN LEFT 70 ACTION:



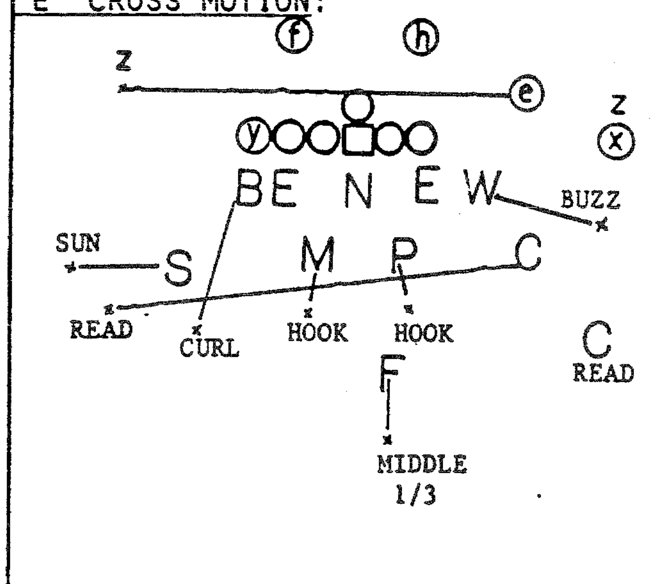
"Y" CROSS MOTION:



THUNDER (LIGHTNING) FORCE:



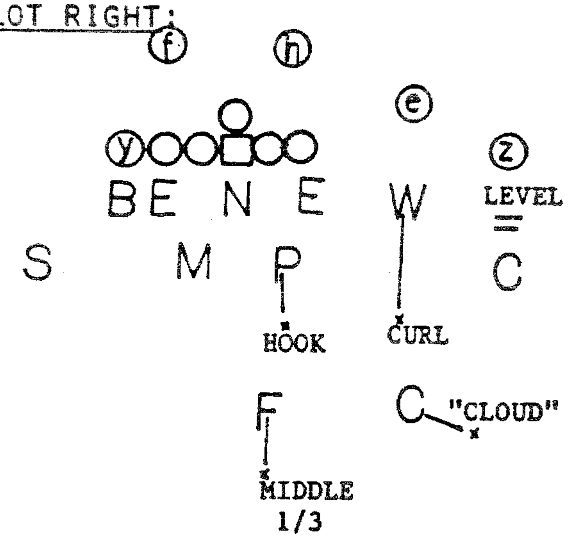
"E" CROSS MOTION:



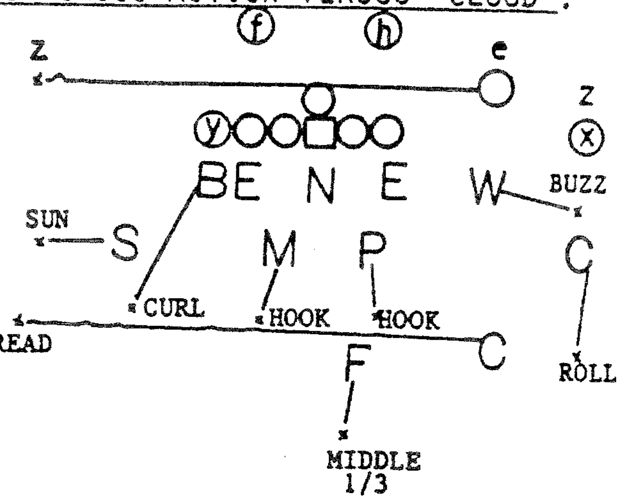
BASE COVER 30 VARIATIONS

BASE COVER 30 CLOUD OR THUNDER VERSUS SLOT/FORMATION

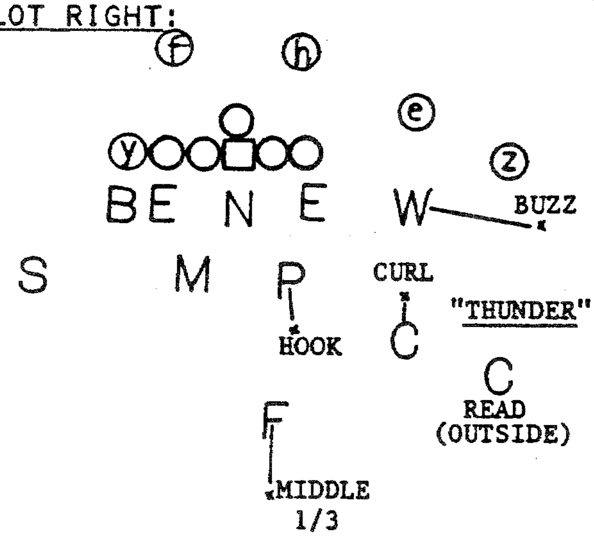
RED SLOT RIGHT:



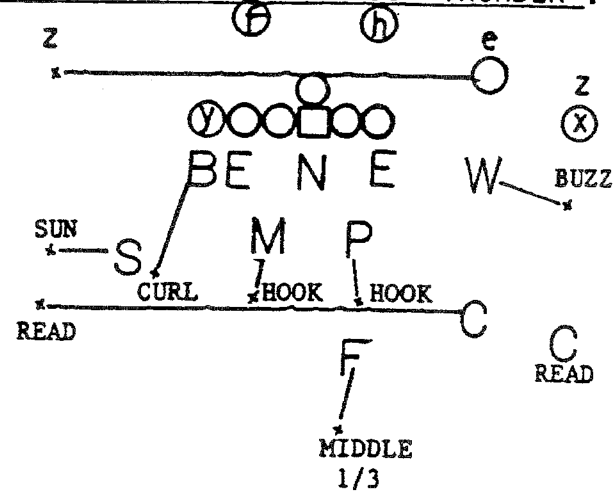
"E" CROSS MOTION VERSUS "CLOUD":



RED SLOT RIGHT:



"E" CROSS MOTION VERSUS "THUNDER":







FLIP CHEAT/SLANT COVER 3 (NEBRASKA)

****1- FLANKER SETS: SQUEEZE (POSSIBLE AX) AND CHEAT/SLANT VERSUS BROWN AND DOUBLE/WING; BASE (ROCK-IT) AND OSKIE (OX) VERSUS GREEN, RED AND BLUE

2- SLOT SETS: FLAME AND CHEAT/SLANT GREEN, BROWN AND BLUE; BASE (ROCK-IT) AND PURPLE VERSUS RED

3- DOUBLE WINGS: CHEAT/SLANT "SQUEEZE/FLAME"

****4- TRIPS: BASE/OSKIE (POSSIBLE "TUNA" CALL ---- REX/LEX PASS RUSH)

5- ACE: SQUEEZE AND CHEAT/SLANT (SAME FOR DOUBLE WINGS)

6- ACE PAIR TRIPS: OSKIE; WHAM MOTION FROM PAIR TRIPS: SQUEEZE (AX); ACE PAIR TRIPS MOTION BEYOND CENTER: CHEAT/SLANT AND SQUEEZE

7- ACE SLOT PAIR: FLAME AND SLANT TO THE PAIR

8- ACE SLOT TRIPS: "ROCK-IT PURPLE" (CROSS/MOTION BACK TO ACE, LINE CHARGE ON)

****9- ACE FLANKER CROSS/MOTION: (FORMS ACE/SLOT/TRIPS RIGHT) PLAY "ROCK-IT/PURPLE" (CORNER ADJUSTS)

****10- ACE "X" CROSS/MOTION: (FORMS ACE/SLOT/TRIPS LEFT TO THE STRONG SAFETY) "ROCK-IT/MAC" (CORNER DOES NOT ADJUST)

11- "Y" DEEP CROSS/MOTION: STRONG SAFETY PLAY "LIGHTNING" WITH WHIP AND PLUGGER "PURPLE" ("Y" MOTION BEYOND WHIP, WHIP TAKE HIM AND PLAY LIGHTNING)

FLIP CHEAT/SLANT COVER 3 (NEBRASKA) (CONTINUED)

****12- "Y" CROSS/SHIFT: LINE CHARGE ACCORDING TO BACKFIELD/SET; WHIP OSKIE, FLAME ACCORDING TO LINE CHARGE; STRONG SAFETY "SKY"

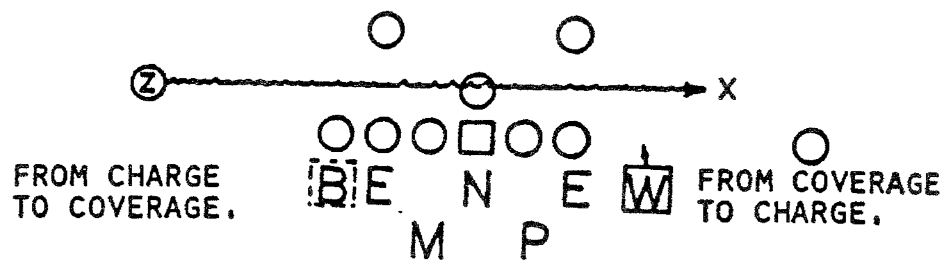
13- "U/Y" DEEP CROSS/MOTION TO TX(U), WHIP OSKIE AND STRONG SAFETY "CUSHION" THE CORNER; "U/Y" CROSS/SHIFT, STRONG SAFETY SUN (ALERT "YELLOW" SITUATION)

14- "U/PAIR" CROSS MOTION, STRONG SAFETY ADJUST AND PLAY "PURPLE/ LIGHTNING"; CORNER TO TX(U) SIDE, "COMET"; "U/PAIR" CROSS/ SHIFT, WHIP "OSKIE" AND STRONG SKY

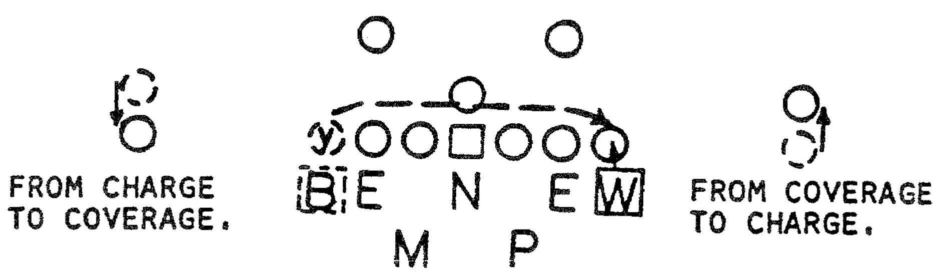
FLIP CONCEPT

WHEN PLAYING FLIP, THE OUTSIDE LINEBACKER TO STRENGTH IS IN THE CHARGE. SHOULD STRENGTH CHANGE, DUE TO CROSS MOTION OR CROSS SHIFT, THEN THE OUTSIDE LINEBACKER TO THE NEW STRENGTH WILL BE IN THE CHARGE.

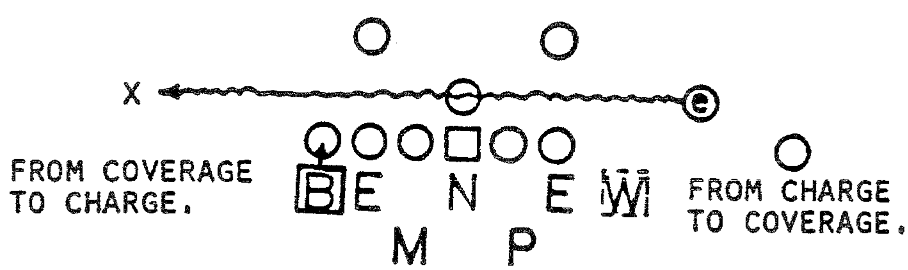
1. "Z" CROSS MOTION



2. "Y" CROSS SHIFT

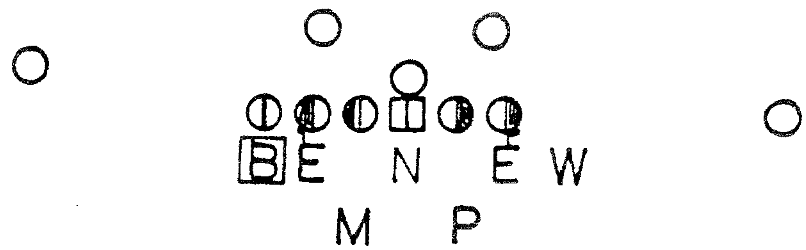


3. "E" CROSS MOTION

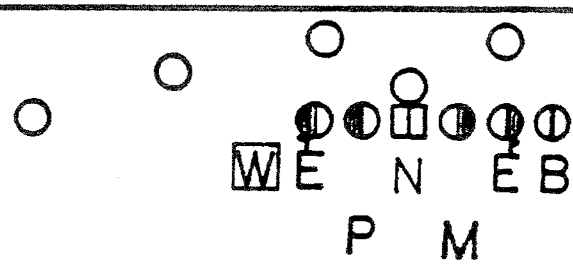


FLIP

RED LEFT



RED SLOT LEFT



STRONG OUTSIDE LINEBACKER: FILL OR FORCE RUNS DEPENDENT ON CLOSED OR OPEN SET; IF COVERED, RETARD RELEASE OF "Y" ("U"); PASS, RUSH AND CONTAIN.

STRONG END: BASE STRONG "C" GAP; PASS, RUSH INSIDE.

STRONG INSIDE LINEBACKER: CONTROL STRONG "B" GAP; PASS, IN COVERAGE.

NOSE TACKLE: BASE TWO WAY READ, CONTROL STRONG AND WEAK "A" GAPS; PASS, RUSH, FAVOR WEAK SIDE.

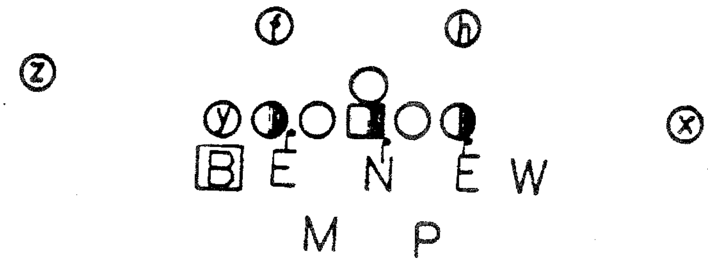
WEAK INSIDE LINEBACKER: CONTROL WEAK "B" GAP; PASS, IN COVERAGE.

WEAK END: BASE WEAK "C" GAP; PASS, RUSH AND CONTAIN.

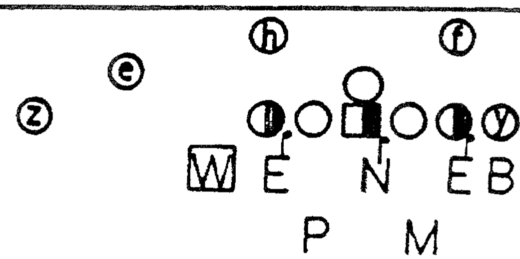
WEAK OUTSIDE LINEBACKER: FORCE WHEN IN SPACE AND FILL WHEN COVERED; PASS, IN COVERAGE.

FLIP CHEAT

RED LEFT



RED SLOT LEFT



STRONG OUTSIDE LINEBACKER: FILL OR FORCE RUNS DEPENDENT ON CLOSED OR OPEN SET; IF COVERED, RETARD RELEASE OF "Y" ("U"); PASS, RUSH AND CONTAIN.

STRONG END: CHEAT AND CONTROL "B" GAP; PASS, RUSH INSIDE.

STRONG INSIDE LINEBACKER: RUN TO, SCRAPE STRONG "C" GAP; RUN AWAY, CONTROL STRONG "A" GAP; PASS, IN COVERAGE.

NOSE TACKLE: CHEAT AND CONTROL WEAK "A" GAP; PASS, RUSH WEAK.

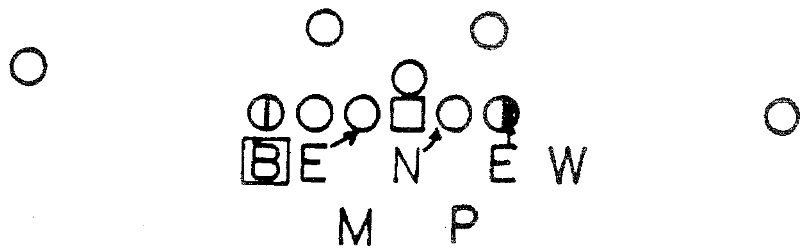
WEAK INSIDE LINEBACKER: RUN TO, CONTROL WEAK "B" GAP; RUN AWAY, SCRAPE STRONG "A" GAP; PASS, IN COVERAGE.

WEAK END: BASE WEAK "C" GAP; PASS, RUSH AND CONTAIN.

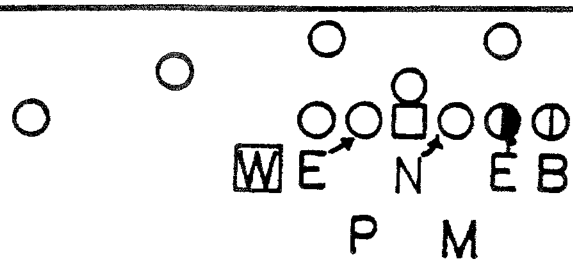
WEAK OUTSIDE LINEBACKER: FORCE WHEN IN SPACE AND FILL WHEN COVERED; PASS, IN COVERAGE.

FLIP SLANT

RED LEFT



RED SLOT LEFT



STRONG OUTSIDE LINEBACKER: FILL OR FORCE RUNS DEPENDENT ON CLOSED OR OPEN SET; IF COVERED, RETARD RELEASE OF "Y" ("U"); PASS, RUSH AND CONTAIN.

STRONG END: RAM.

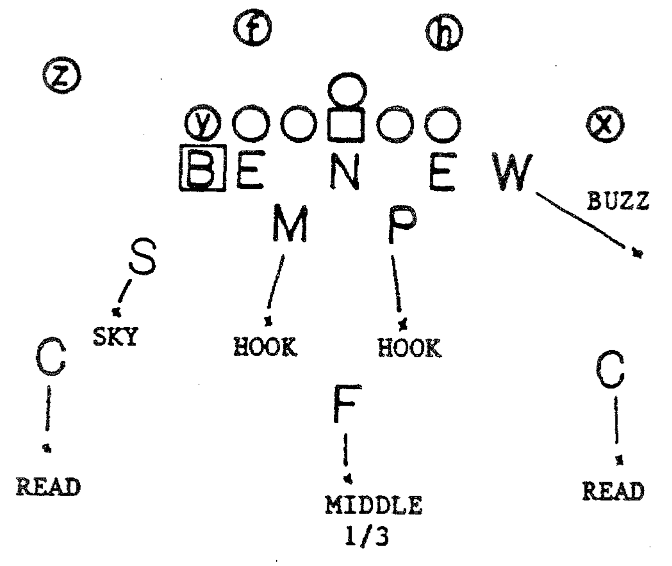
STRONG INSIDE LINEBACKER: RUN TO, SCRAPE STRONG "C" GAP; RUN AWAY, CONTROL STRONG "A" GAP; PASS, IN COVERAGE.

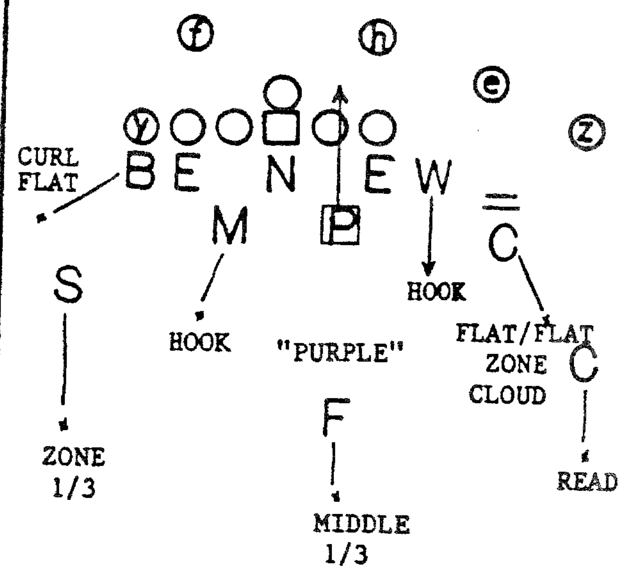
NOSE TACKLE: RAM WEAK.

WEAK INSIDE LINEBACKER: RUN TO, CONTROL WEAK "B" GAP; RUN AWAY, SCRAPE STRONG "A" GAP; PASS, IN COVERAGE.

WEAK END: BASE WEAK "C" GAP; PASS, RUSH AND CONTAIN.

WEAK OUTSIDE LINEBACKER: FORCE WHEN IN SPACE AND FILL WHEN COVERED; PASS, IN COVERAGE.





STRONG OUTSIDE LINEBACKER: RUSH AND CONTAIN; RETARD RELEASE OF NEAREST RECEIVER.

STRONG INSIDE LINEBACKER: STRONG HOOK; ALERT STACK, ZEBRA, FLAT-FLAT CALLS; ALERT "INSIDE-OUT" MOTION FOR AUTOMATIC "FLAT-FLAT" SITUATION.

WEAK INSIDE LINEBACKER: WEAK HOOK; ALERT STACK, ZEBRA, FLAT-FLAT CALLS. ALERT "INSIDE-OUT" MOTION FOR AUTOMATIC "FLAT-FLAT" SITUATIONS.

WEAK OUTSIDE LINEBACKER: FLAT TO CURL; ALERT STACK, ZEBRA, FLAT-FLAT. LIGHTNING CALLS; TAKE INSIDE OUT MOTION.

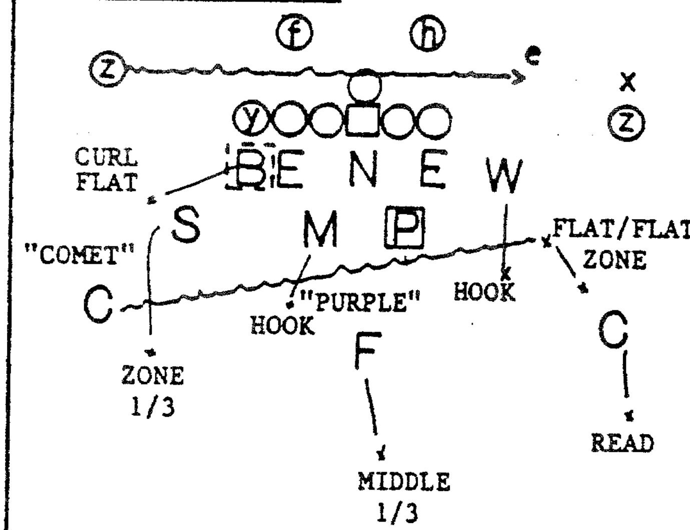
STRONG CORNER: READ.

STRONG SAFETY: FLANKER, SKY; SLOT, ZONE 1/3 (COMET).

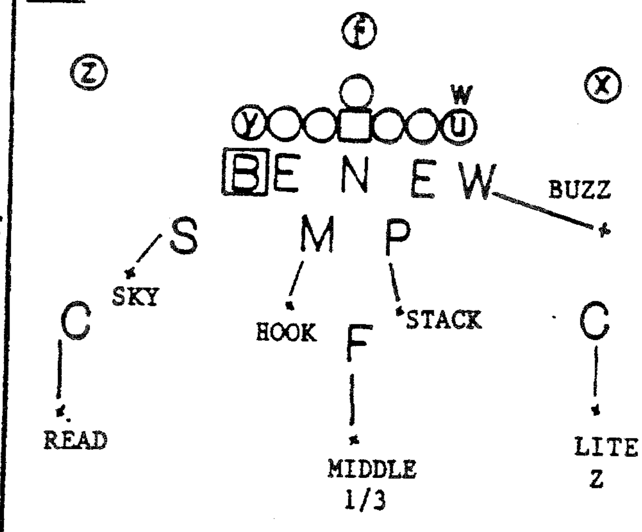
FREE SAFETY: MIDDLE 1/3 ZONE.

WEAK CORNER: FLANKER, READ; ALERT STACK, ZEBRA, LIGHTNING CALLS; SLOT, FLAT/FLAT, ZEBRA, CLOUD.

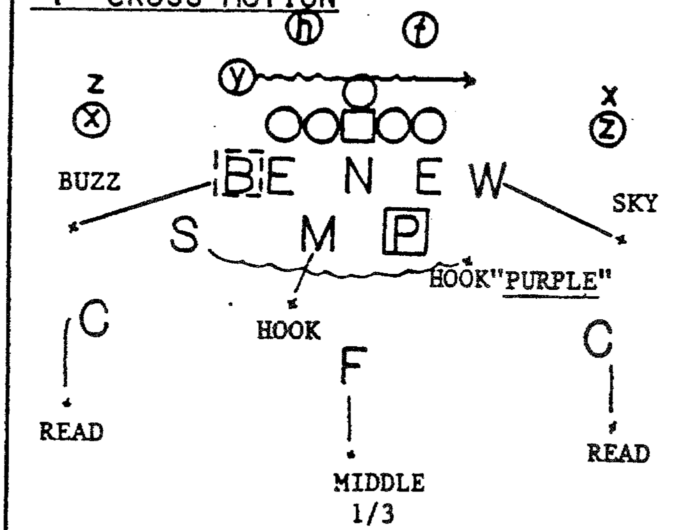
"Z" CROSS MOTION



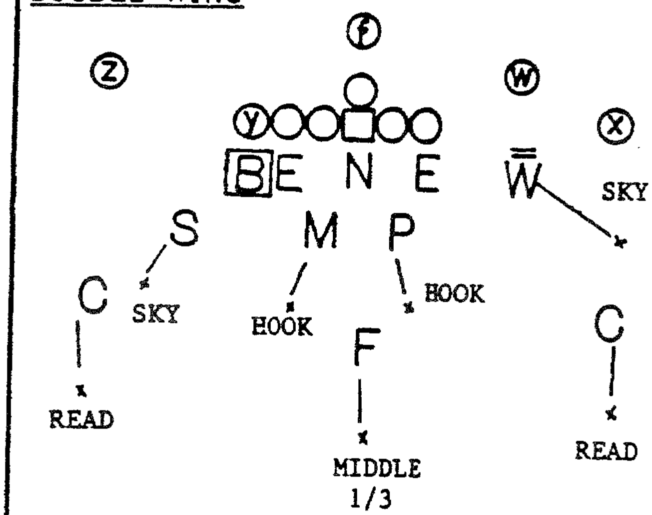
ACE



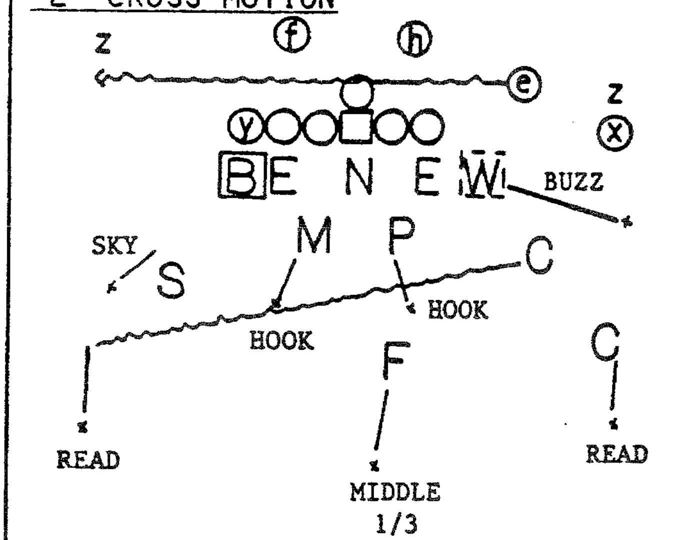
"Y" CROSS MOTION



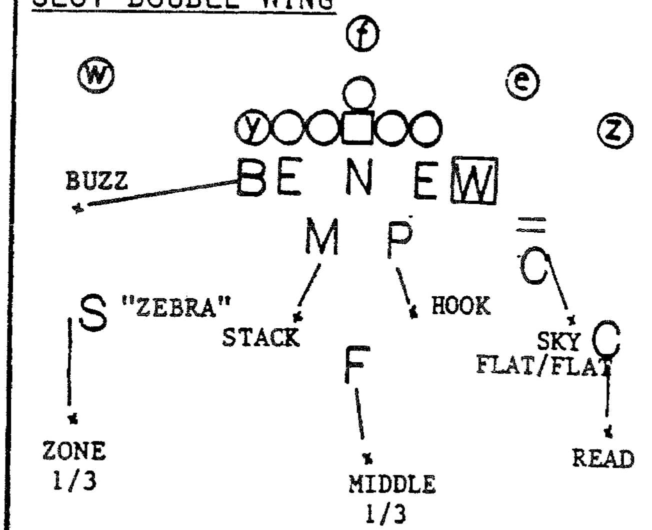
DOUBLE WING



"E" CROSS MOTION

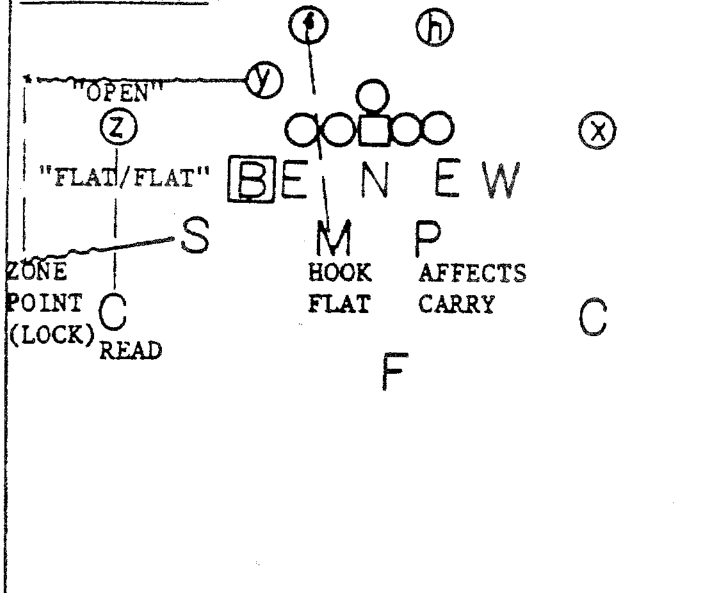


SLOT DOUBLE WING

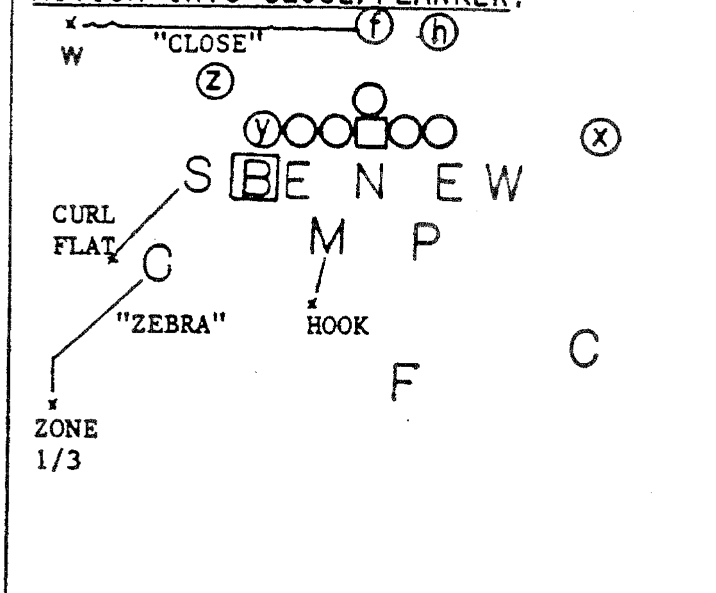


FLIP COVER 3 ADJUSTMENTS

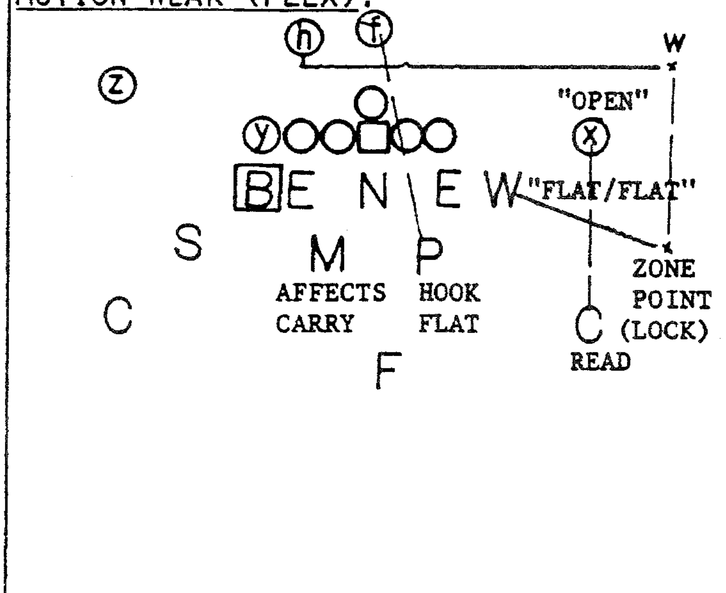
"Y" MOTION:



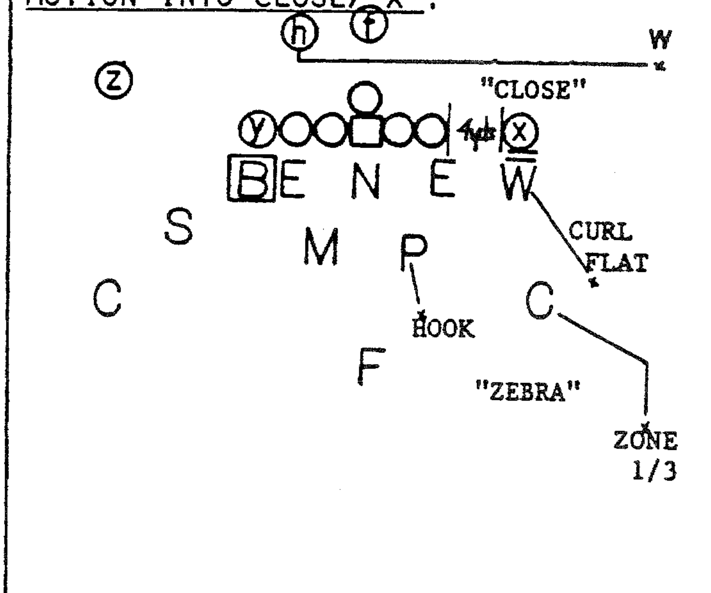
MOTION INTO CLOSE/FLANKER:



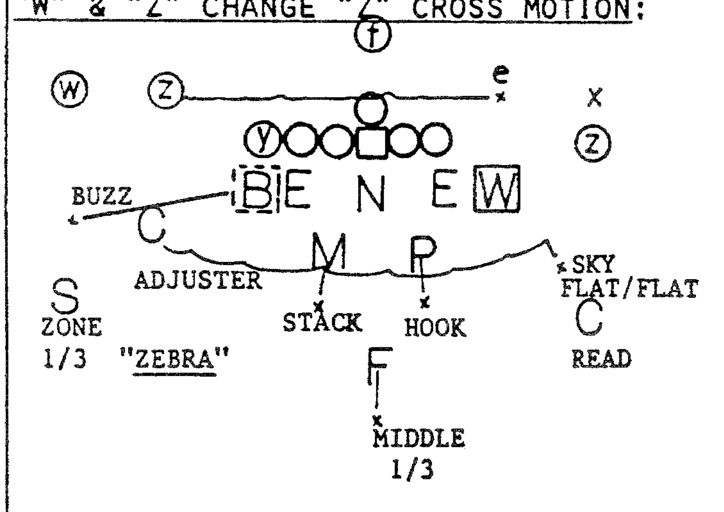
MOTION WEAK (FLEX):



MOTION INTO CLOSE/"X":

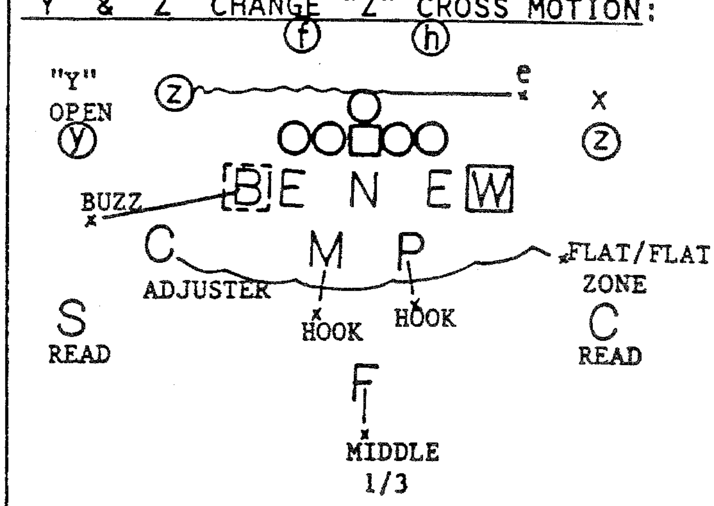


"W" & "Z" CHANGE "Z" CROSS MOTION:



****CHANGE OF STRENGTH

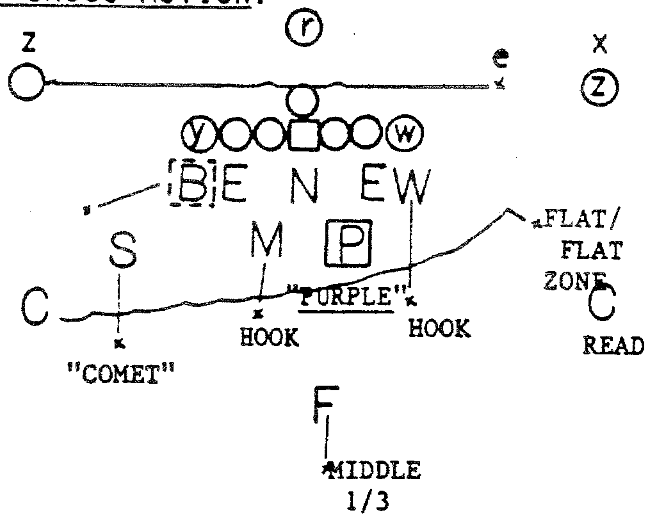
"Y" & "Z" CHANGE "Z" CROSS MOTION:



****CHANGE OF STRENGTH

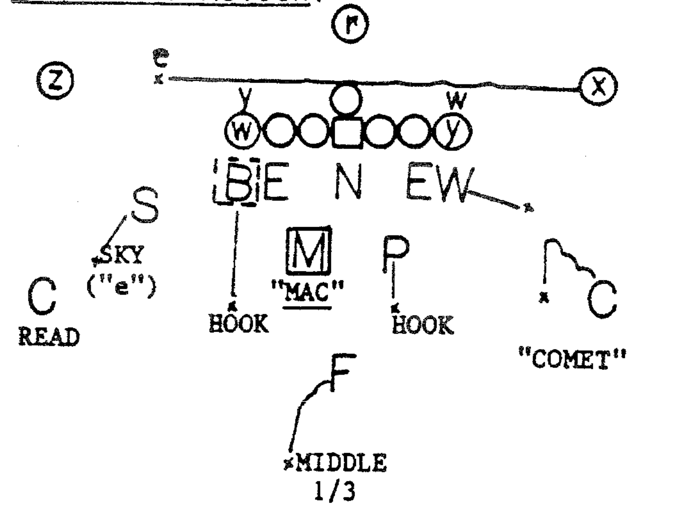
FLIP COVER 3 "ACE" ADJUSTMENTS

"Z" CROSS MOTION:



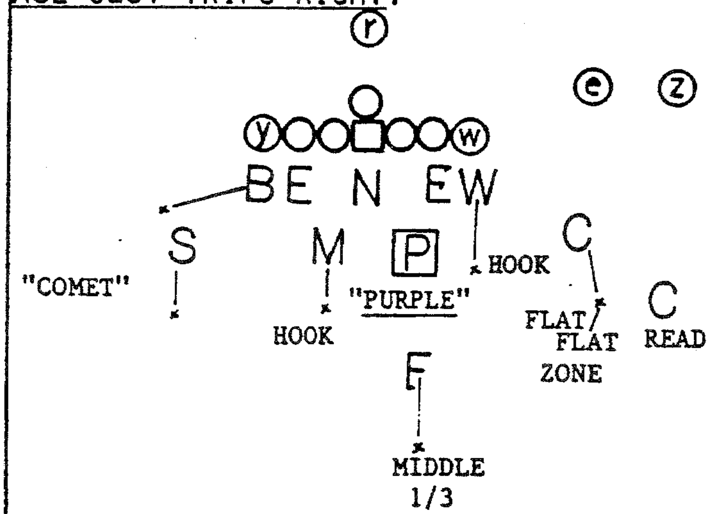
****CHANGE OF STRENGTH

"X" CROSS MOTION:

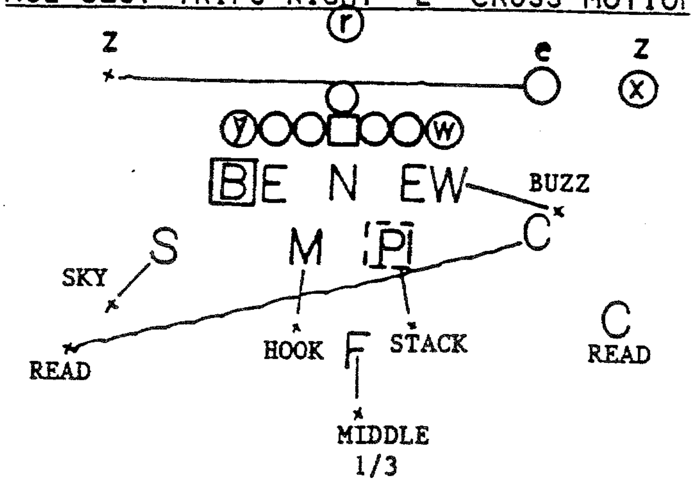


****NO CHANGE OF STRENGTH

ACE SLOT TRIPS RIGHT:



ACE SLOT TRIPS RIGHT "E" CROSS MOTIO



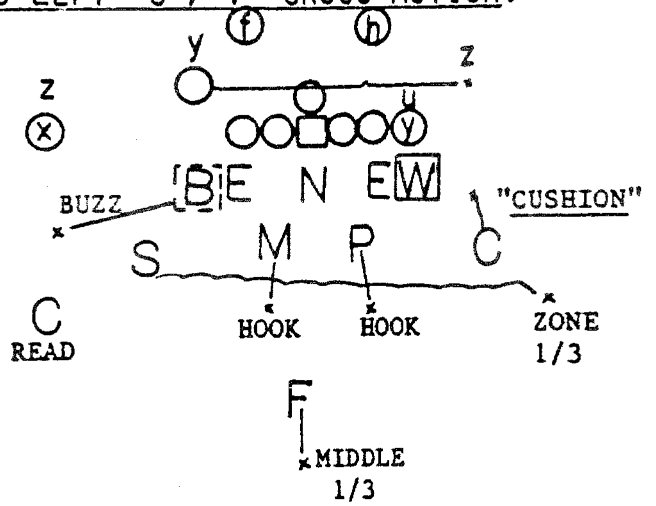
****CHANGE OF STRENGTH





FLIP COVER 3 "U" ADJUSTMENTS

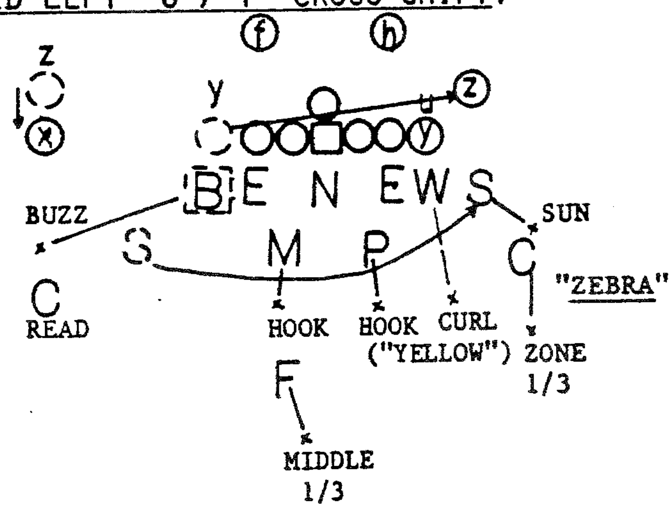
RED LEFT "U"/"Y" CROSS MOTION:



****CHANGE OF STRENGTH



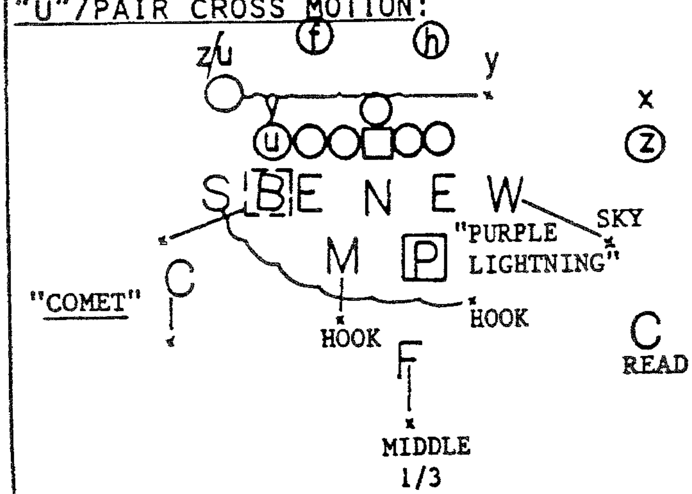
RED LEFT "U"/"Y" CROSS SHIFT:



****CHANGE OF STRENGTH

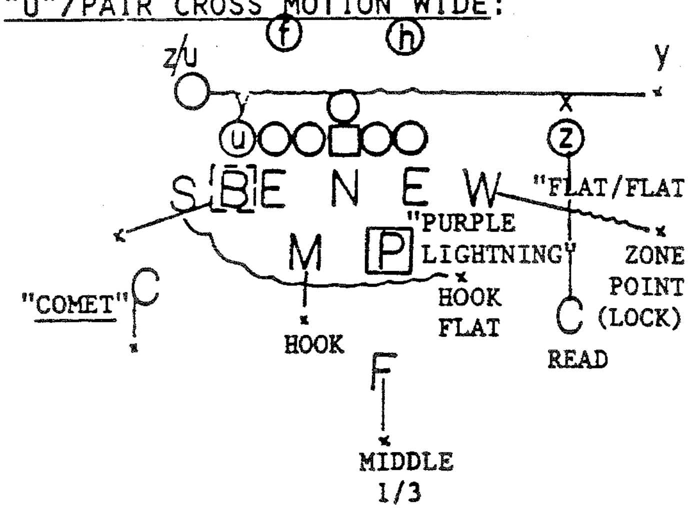


"U"/PAIR CROSS MOTION:



****CHANGE OF STRENGTH

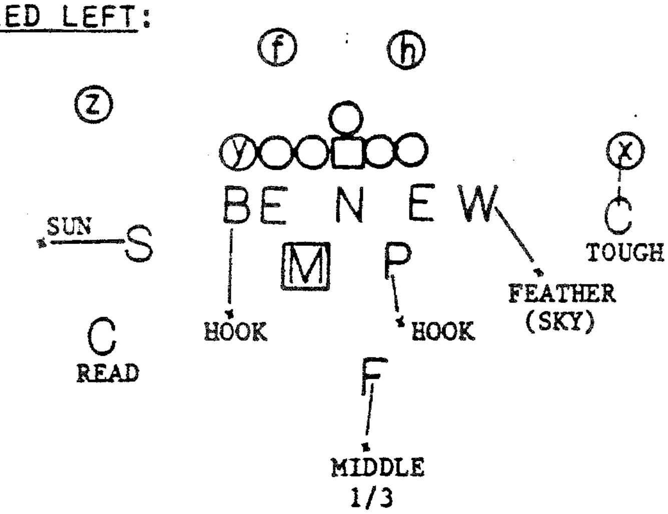
"U"/PAIR CROSS MOTION WIDE:



****CHANGE OF STRENGTH

FLIP COVER 3 CHANGE/UPS

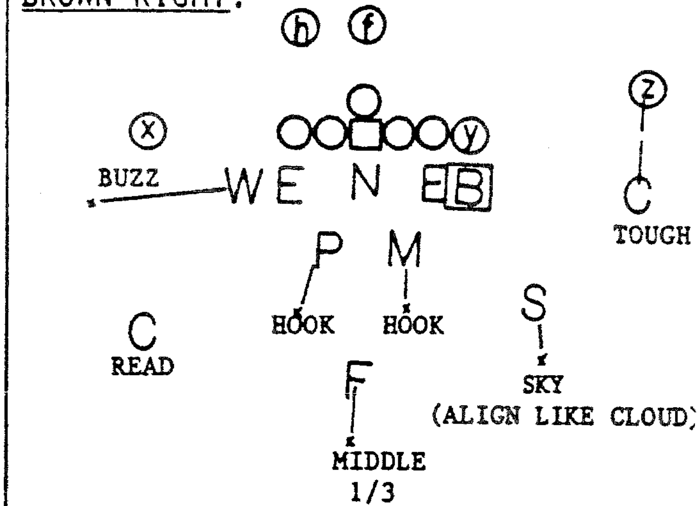
RED LEFT:



1- SUN/LEFT & TOUGH RIGHT

****CAN BE PLAYED LEFT OR RIGHT

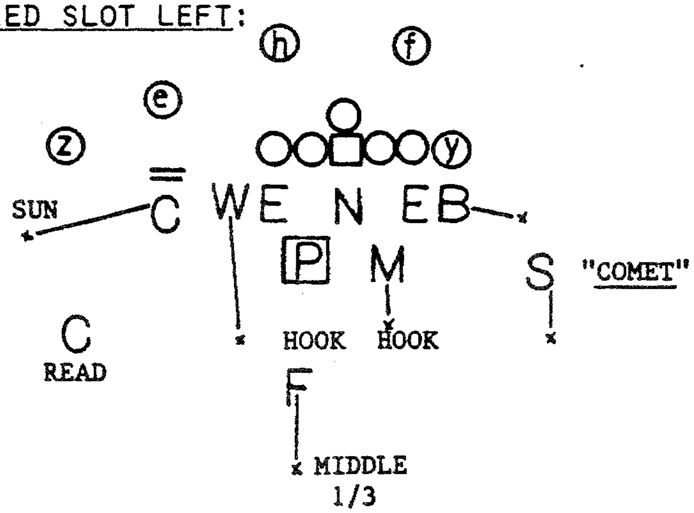
BROWN RIGHT:



1- SUN/LEFT & TOUGH RIGHT

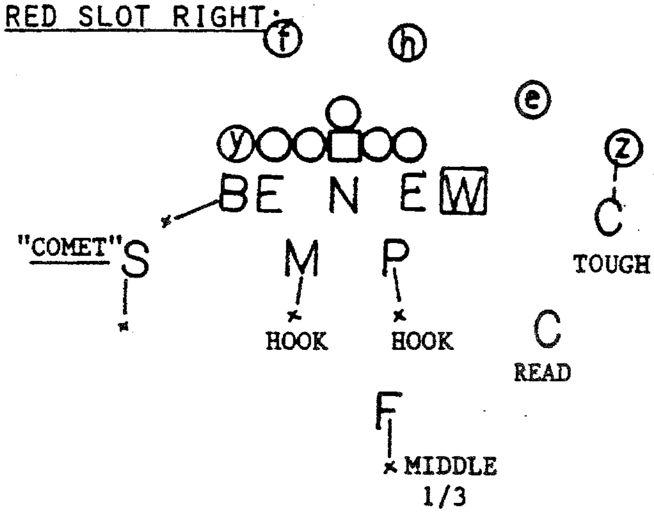
****CAN BE PLAYED LEFT OR RIGHT

RED SLOT LEFT:



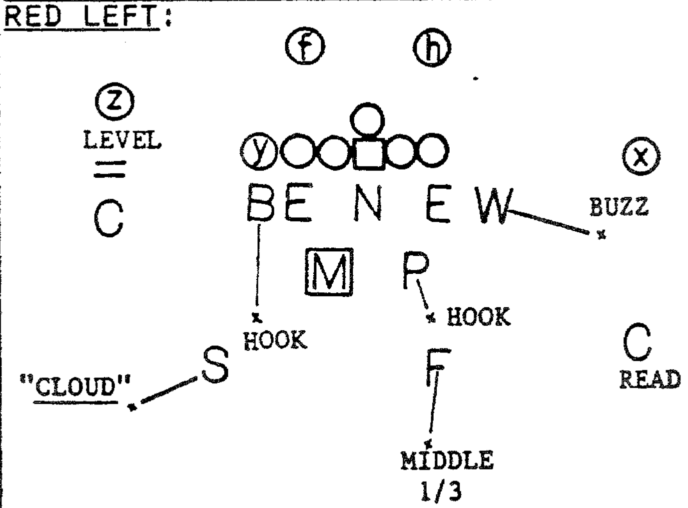
1A- SUN/LEFT & TOUGH RIGHT VERSUS SLOT

RED SLOT RIGHT:



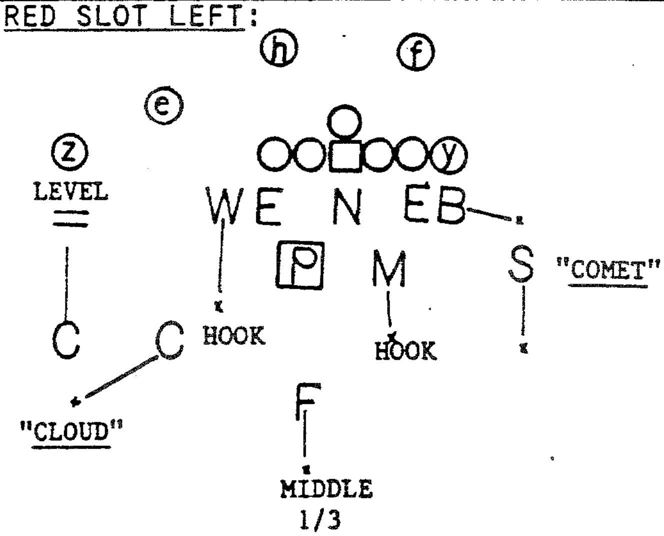
1B- SUN/LEFT & TOUGH VERSUS SLOT

RED LEFT:



2- CLOUD

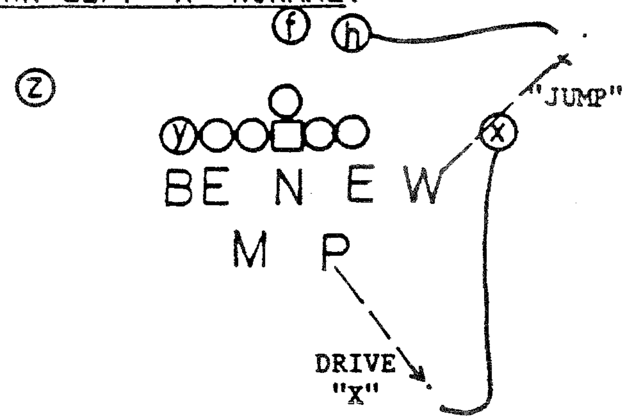
RED SLOT LEFT:



2- CLOUD

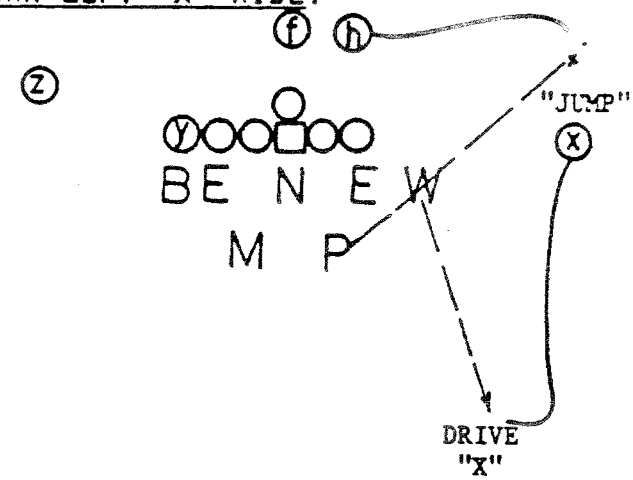
FLIP COVER 3 CHANGE/UPS

BROWN LEFT "X" NORMAL:



3- STACK

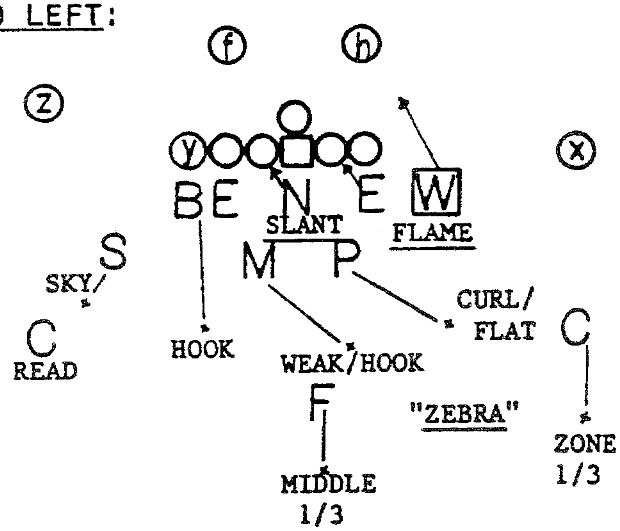
BROWN LEFT "X" WIDE:



3- STACK

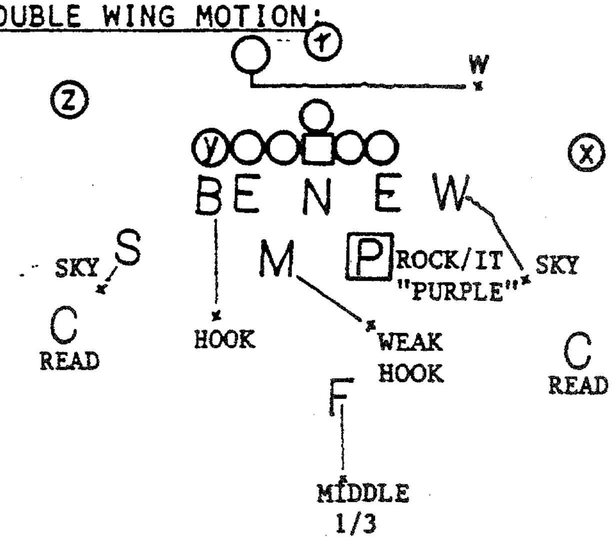
****PLUGGER & WHIP SWITCH

RED LEFT:



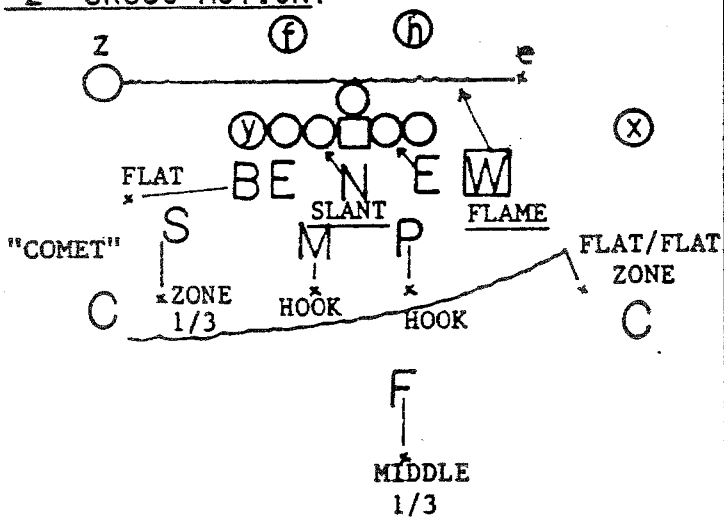
4- OMAHA (SLANT/SOLID)

DOUBLE WING MOTION:



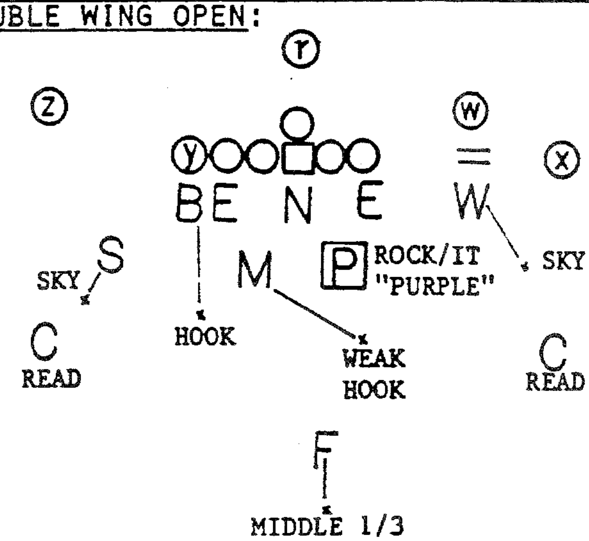
4- OMAHA (ROCK/IT "PURPLE")

"Z" CROSS MOTION:



4- OMAHA (SLANT/SOLID)

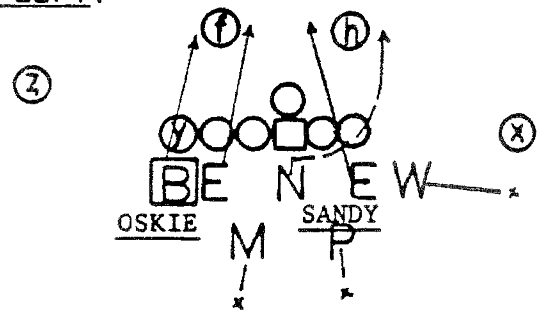
DOUBLE WING OPEN:



4- OMAHA (ROCK/IT "PURPLE")

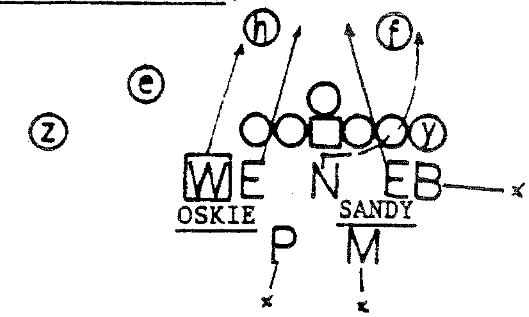
****"Y"/CROSS:"PURPLE/LIGHTNING"

RED LEFT:



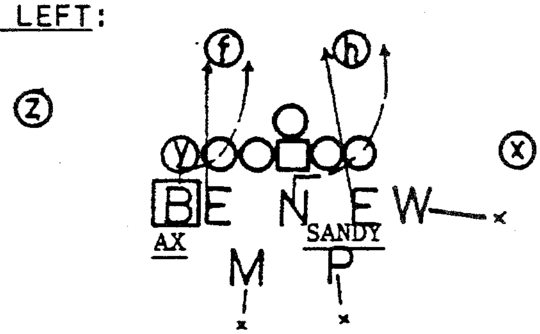
1- OSKIE & SANDY WEAK

RED SLOT LEFT:



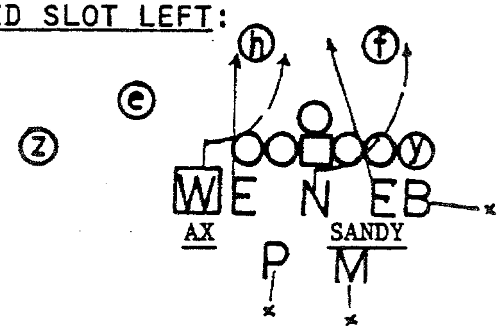
1- OSKIE & SANDY WEAK

RED LEFT:



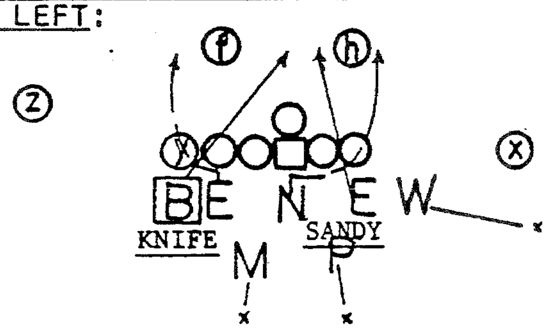
2- OX & SANDY WEAK

RED SLOT LEFT:



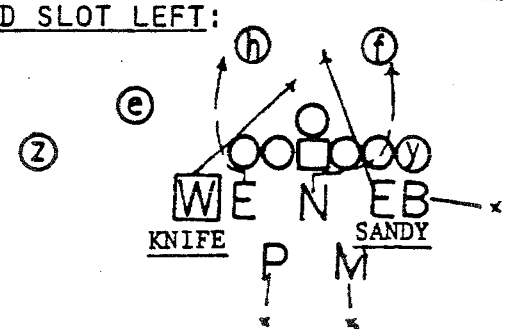
2- OX & SANDY WEAK

RED LEFT:



3- KNIFE & SANDY WEAK

RED SLOT LEFT:



3- KNIFE & SANDY WEAK

UNDER EAGLE COVER 43/93/FINCH

1- EAGLE FLEX; NOSE CHEAT/SOLID (MIKE AND NOSE CAN ALSO WORK "VICKIE" AND "TOM")

2- FLANKER: PLAY COVER 4/9; DOUBLE/WING MOTION (OPEN), PLUGGER ADJUST AND PLAY HOOK & THRU (FINCH: FREE SAFETY ADJUSTS)

3- BUCK, MIKE AND PLUGGER ALERT "BOSS" VERUS "FLANKER/TRIPS"

4- NOSE CHEAT OR SLANT SOLID

5- ALERT RUN/FORCE AND PLUGGER COVERAGE (HOOK & THRU) PROBLEM VERSUS CLOSE/WING (ACE) FLEX

6- "Y" CROSS/MOTION OR SHIFT, STRONG SAFETY ADJUST AND SKY; WEAK/CORNER USE "ROLL" TECHNIQUES; STAY IN EAGLE; NOSE BASE (WE ARE NOW HAWK)

7- SLOT: PLAY COVER 3

****8- VERSUS DOUBLE/WING/OPEN AUTO "LARK/ROBIN" AND VERSUS SLOT/ DOUBLE/WING/OPEN AUTO "RAM/LION"

****9- Y" CROSS/SHIFT: AUTO "LARK/ROBIN"

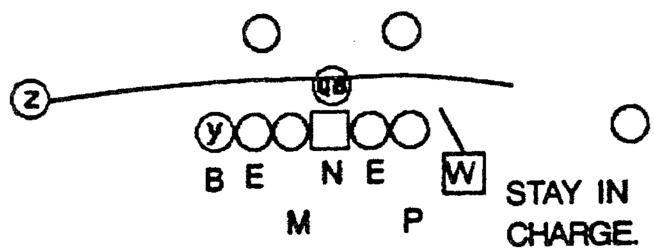
****10- "Y" CROSS/SHIFT AND THEN TRIPS: WITH "Y" CROSS WE WILL BE IN COVER 3; TRIPS MOTION, PLAY SKY WHEN CLOSE AND FLAT/FLAT WHEN OPEN (COULD POSSIBLE PLAY IT ZONE/ZEBRA TOO)

****11- ALIGNED/OPEN FLANKER/TRIPS: "SALLY" ON 43/93/FINCH

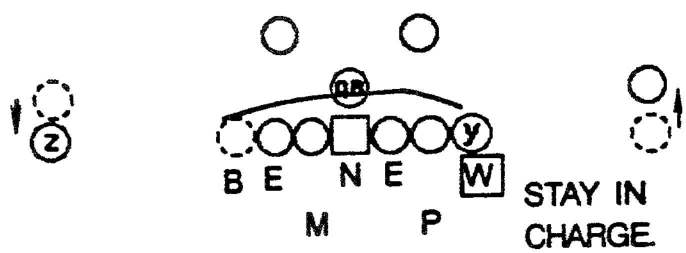
EAGLE CONCEPT

WHEN PLAYING EAGLE, THE OUTSIDE LINEBACKER TO THE FLEX SIDE IS IN CHARGE. SHOULD STRENGTH CHANGE, DUE TO CROSS MOTION OR CROSS SHIFT, THE OUTSIDE LINEBACKER TO THE ORIGINAL FLEX SIDE STAYS IN THE CHARGE. CHANGE IN STRENGTH DOES NOT CHANGE THE EAGLE CHARGE.

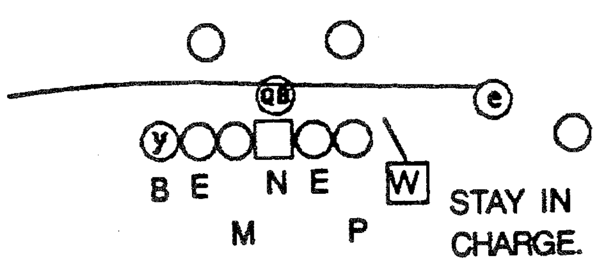
1. "Z" CROSS MOTION



2. "Y" CROSS SHIFT

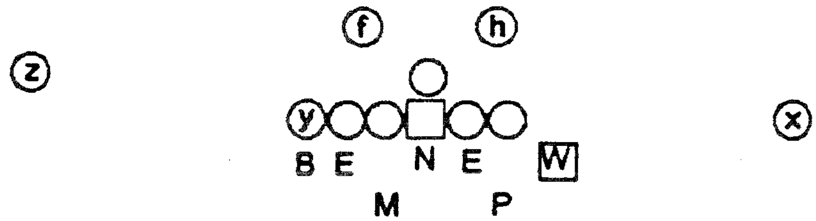


3. "E" CROSS MOTION

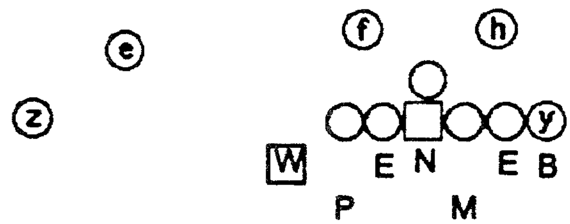


RED LEFT

EAGLE



RED SLOT LEFT



BUCK: RETARD RELEASE OF "Y" AND FILL VERSUS RUN TO; PASS IN COVERAGE

SOLID END: BASE CONTROL SOLID "C" GAP; PASS, RUSH AND CONTAIN.

MIKE: RUN TO, CONTROL SOLID "B" GAP; RUN AWAY, SCRAPE FLEX "A" GAP; PASS, IN COVERAGE.

NOSE TACKLE: CONTROL SOLID "A" GAP; PASS, RUSH SOLID.

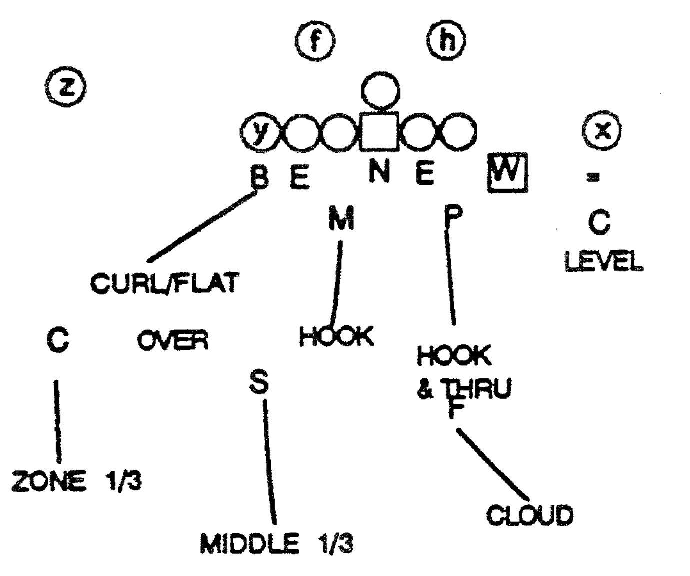
PLUGGER: RUN TO, SCRAPE TO BALL (WHIP IN FLAME) RUN AWAY, SCRAPE FLEX "A" GAP; PASS, IN COVERAGE.

FLEX END: ALIGN OUTSIDE EDGE FLEX GUARD AND CONTROL FLEX "B" GAP; PASS,RUSH,

WHIP : FLAME

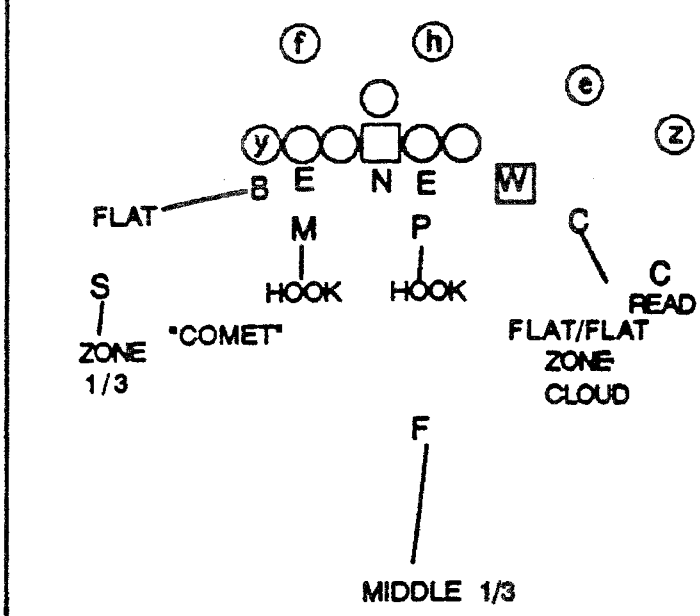
UNDER EAGLE COVER 43

RED LEFT



**** PLAY COVER 4

RED SLOT LEFT



****CHECK COVER 3 "JUNGLE"

BUCK: FLANKER, DEFEND CURL/FLAT AND ALERT "BOSS" SITUATIONS ("OVER") AND FORCE RUNS; SLOT, PLAY "COMET"

MIKE: DEFEND THE SOLID/HOOK; WHEN FLANKER, ALERT "BOSS" SITUATION.

PLUGGER: FLANKER, DEFEND HOOK & THRU; SLOT, DEFEND HOOK

WHIP: EAGLE

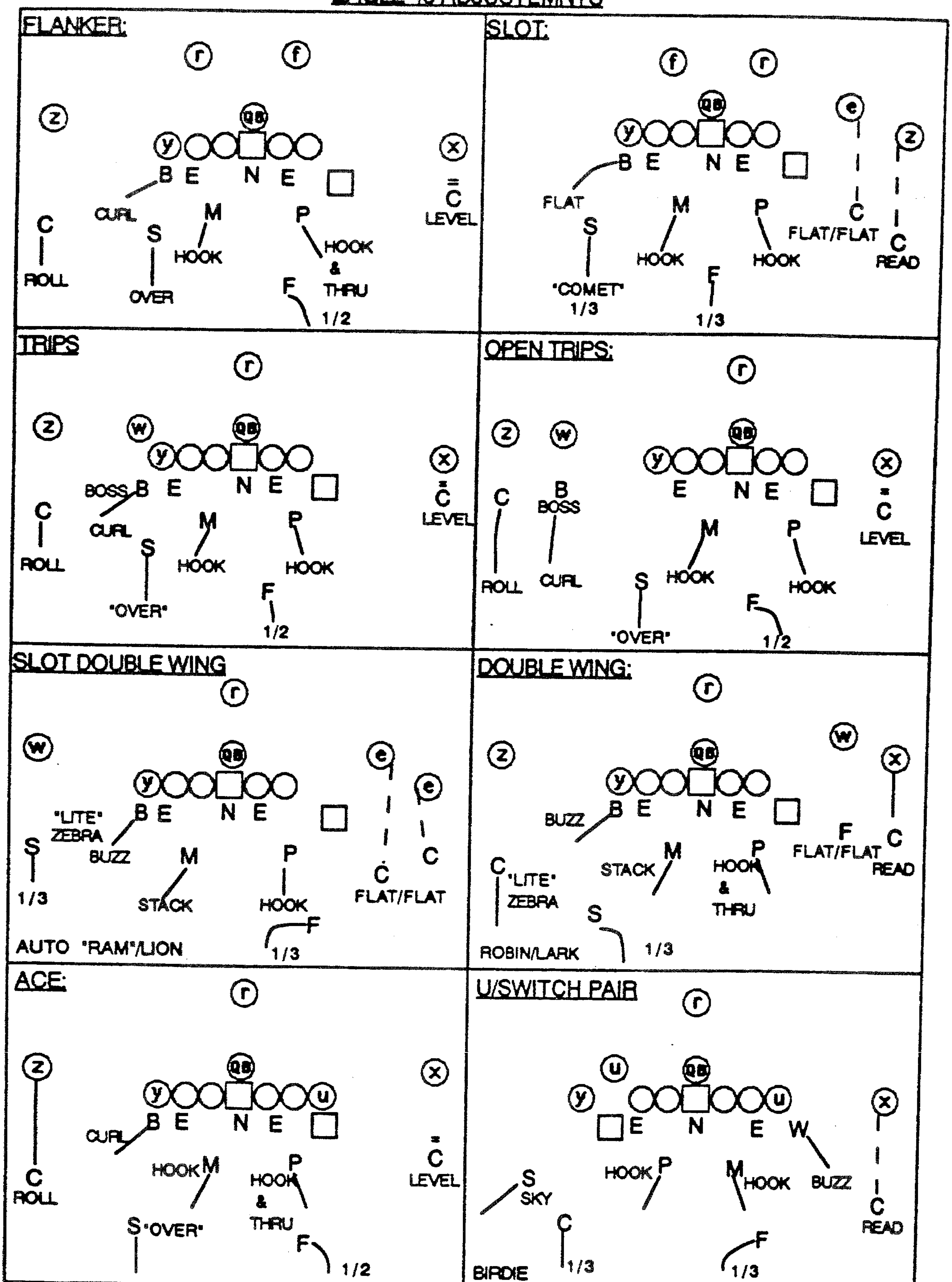
STRONG CORNER: FLANKER, PLAY "OVER" (ADJUST WITH CROSS/MOTION/SHIFT;SLOT, FLAT/FLAT, ZONE,CLOUD.

STRONG SAFETY: FLANKER, PLAY "OVER" AND FILL ON RUNS (ADJUST WITH "Y" CROSS/ MOTION/SHIFT); SLOT, "COMET".

FREE SAFETY: FLANKER, PLAY CLOUD; DOUBLE/WING/OPEN", LARK/ROBIN; SLOT, PLAY "OVER" (SLOT/DOUBLE/WING/OPEN AUTO RAM/LION ADJUST VERSUS "Z, Y & E " CROSS/MOTION/SHIFT.

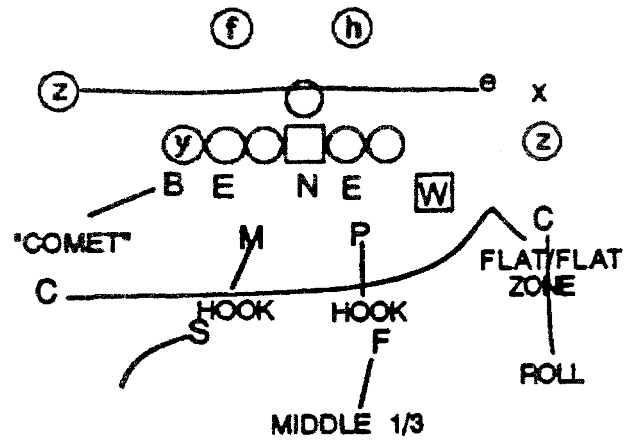
WEAK CORNER: FLANKER, LEVEL (FREE SAFETY SKY/SUN, PLAY READ; SLOT, FLAT/FLAT, ZONE, CLOUD (ADJUST WITH "E" CROSS/MOTION OR SHIFT).

EAGLE 43 ADJUSTEMNTS



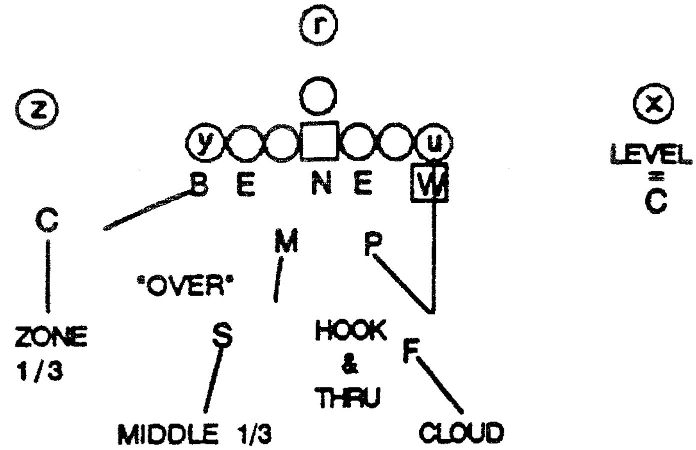
UNDER EAGLE COVER 43 ADJUSTMENTS

"Z" CROSS MOTION:



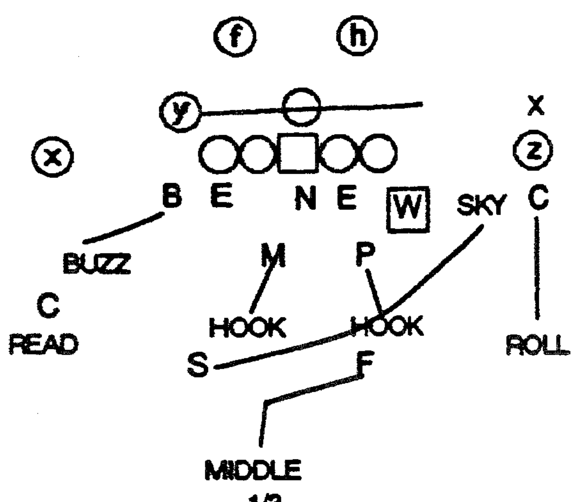
****ADJUST FROM COVER 4 TO COVER 3

ACE:



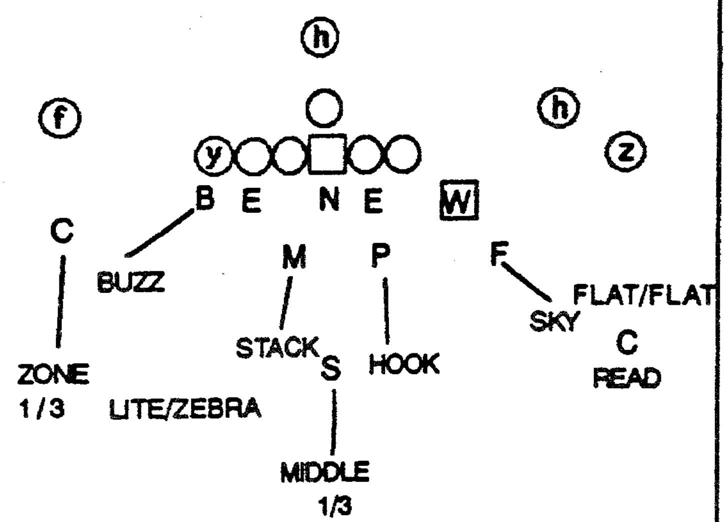
****RUN FORCE & PLUGGER COVERAGE PROBLEM FLEX

"Y" CROSS MOTION:



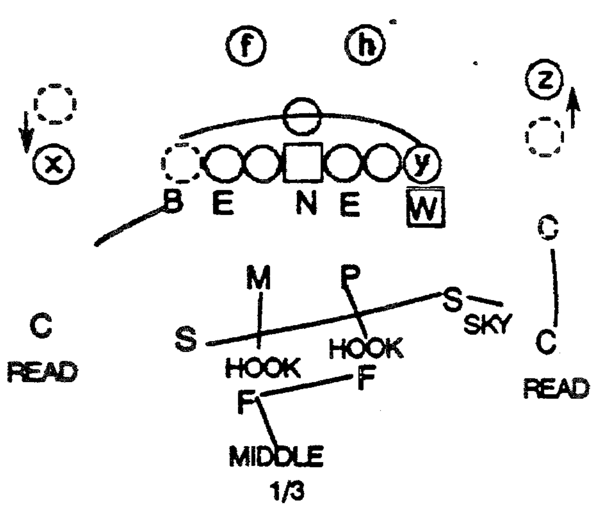
**** ADJUST FROM COVER 4 TO COVER 3

DOUBLE WING OPEN:



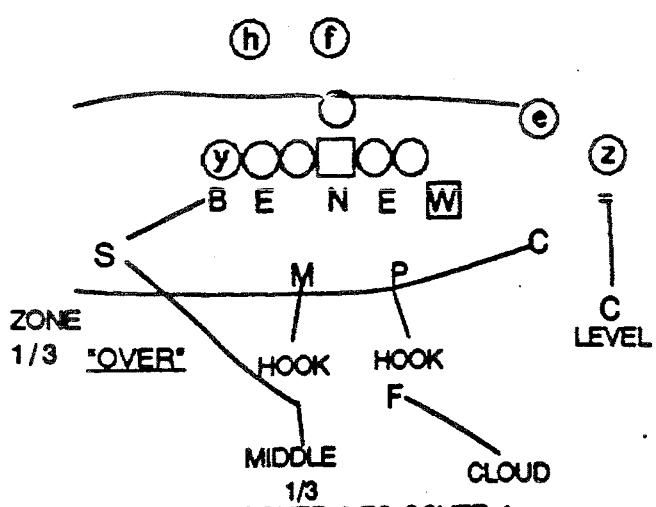
**** AUTO "LARK & ROBIN"

"Y" CROSS SHIFT:



***ADJUST FROM COVER 4 TO COVER 3

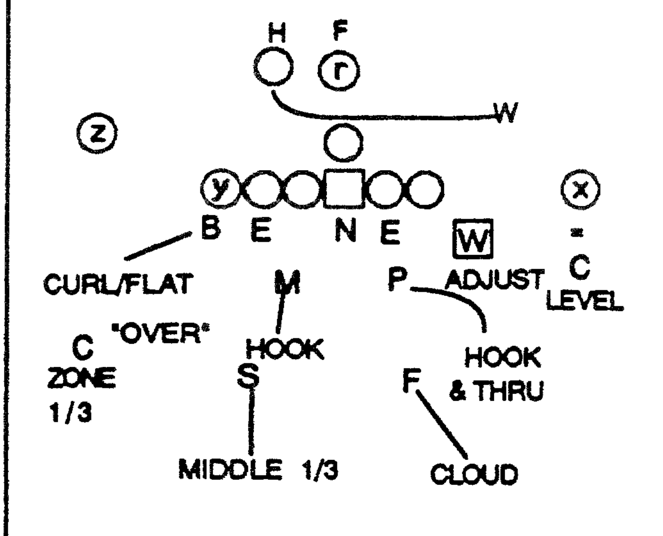
"E" CROSS MOTION:



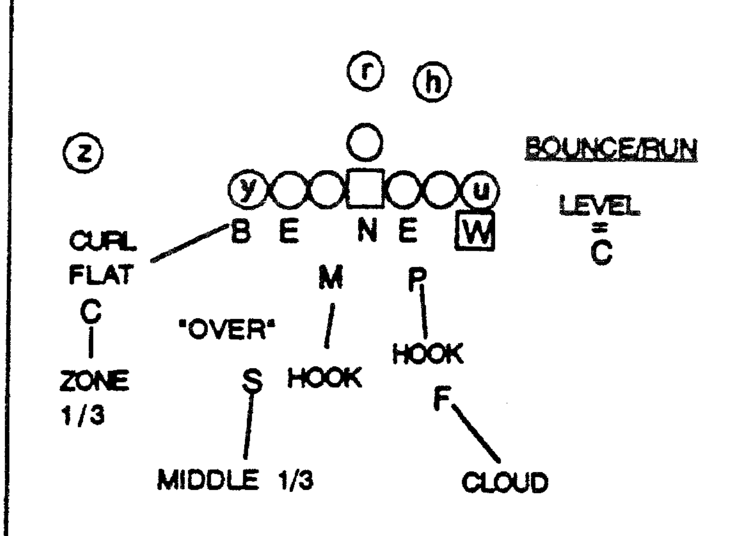
****ADJUST FROM COVER 3 TO COVER 4

UNDER EAGLE COVER 43 ADJUSTMENTS

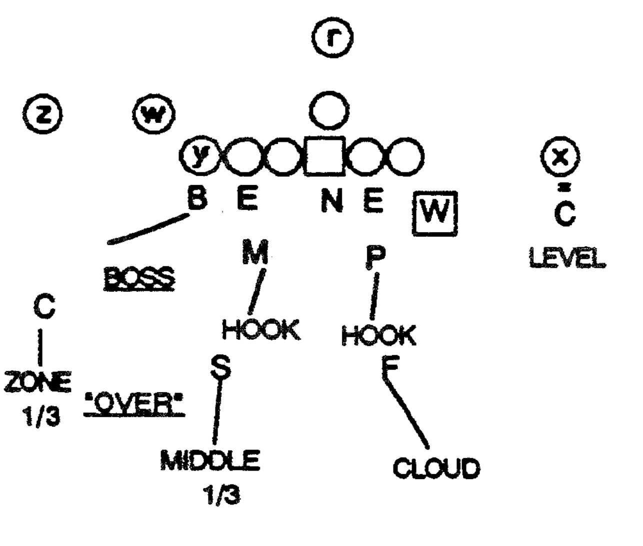
DOUBLE WING MOTION



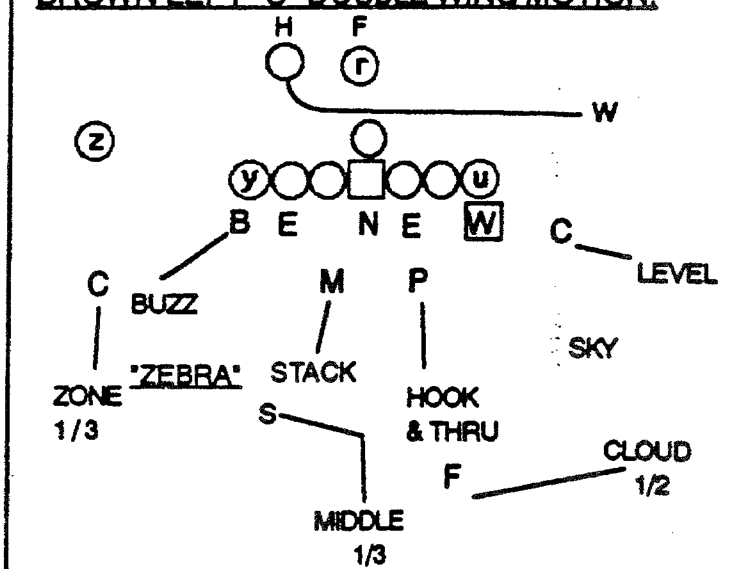
BROWN LEFT "U":



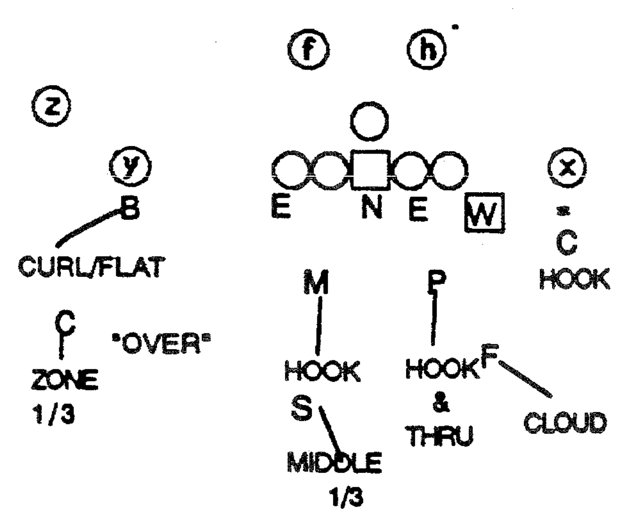
FLANKER/TRIPS:



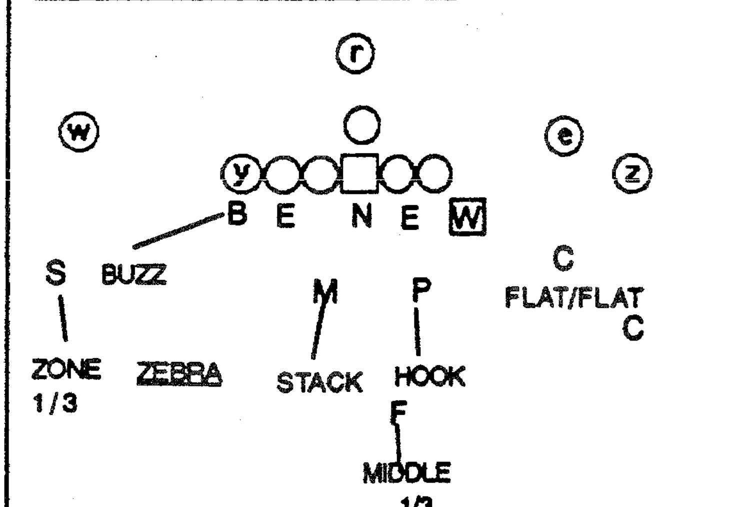
BROWN LEFT "U" DOUBLE WING MOTION:



RED LEFT "Y" OPEN:



SLOT/DOUBLE/WING/OPEN:



****AUTO: "RAM/LION

UNDER SLANT COVER 43 (SKIN)

1- "FLAME/FLEX" ALL SETS EXCEPT OSKIE VERSUS TRIPS (PAIR) SHIFT FLEX, "Y" CROSS/MOTION AND "Y" CROSS/SHIFT

2- LINE CHARGE (SLANT/ANGLE/CHEAT) VERSUS WING/SOLID

3- "ROCK-IT & PURPLE" VERSUS WING MOTION SHIFT FLEX

4- PLAY COVER 4/9 VERSUS FLANKER AND COVER 3 VERSUS SLOT; DEFENSIVE BACKS ADJUST VERSUS CROSS SHIFT/MOTION

****5- PLUGGER "PONCHO" WHEN WHIP IS IN THE CHARGE

****6- ACE/BACK SET FLEX: "ROCK-IT" AND MAC INSTEAD OF PURPLE

****7- ALERT: AUTO "LARK/ROBIN" VERSUS "DOUBLE/WING/OPEN" AND "RAM/LION" VERSUS "SLOT/DOUBLE/WING/OPEN"

8- "Y" CROSS/SHIFT: AUTO "LARK/ROBIN"

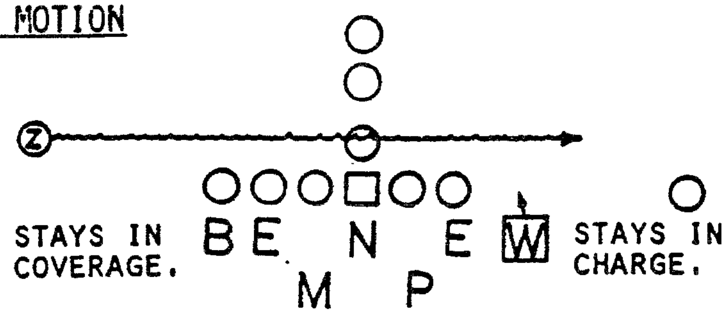
****9- "Y" CROSS/SHIFT AND THEN TRIPS: WITH "Y" CROSS WE WILL BE IN COVER 3; TRIPS MOTION, PLAY SKY WHEN CLOSE AND FLAT/FLAT WHEN OPEN (COULD POSSIBLY PLAY IT ZONE/ZEBRA TOO)

****10- ALIGNED/OPEN/FLANKER/TRIPS: "SALLY"

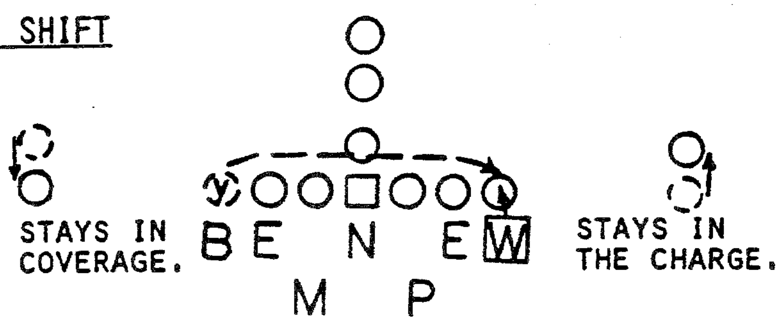
UNDER CONCEPT

WHEN PLAYING UNDER, THE OUTSIDE LINEBACKER TO THE FLEX SIDE IS IN THE CHARGE. SHOULD STRENGTH CHANGE, DUE TO CROSS MOTION OR CROSS SHIFT, THE OUTSIDE LINEBACKER TO THE ORIGINAL FLEX SIDE STAYS IN THE CHARGE. CHANGE IN STRENGTH DOES NOT CHANGE THE UNDER CHARGE.

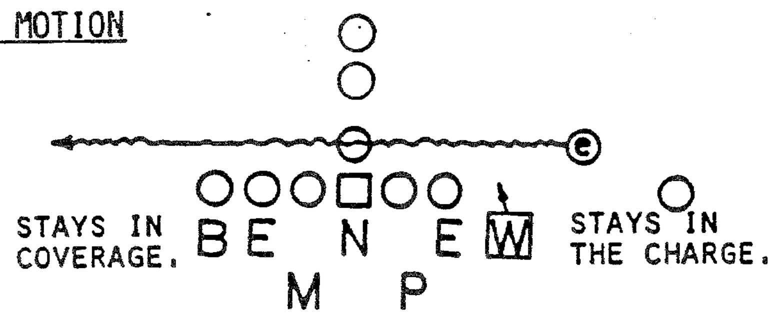
1. "Z" CROSS MOTION



2. "Y" CROSS SHIFT

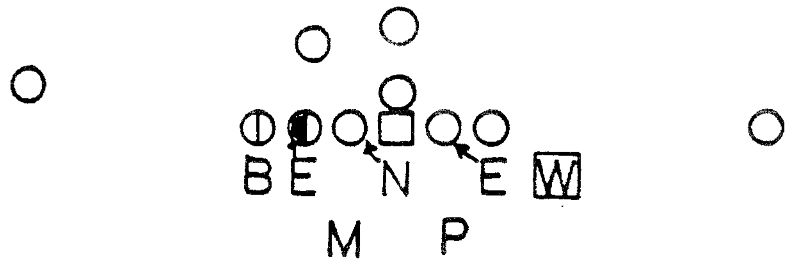


3. "E" CROSS MOTION

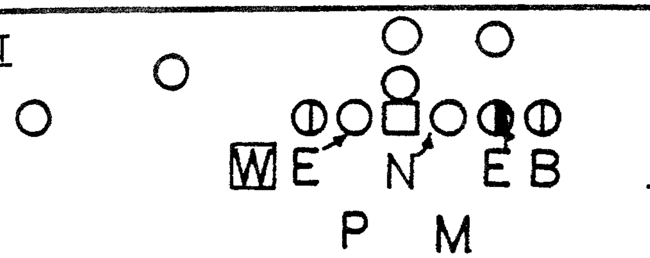


UNDER SLANT

BLUE LEFT



BLUE SLOT LEFT



BUCK: FILL VERSUS RUN, WILL OFTEN RECEIVE A "FORCE" CALL; PASS, IN COVERAGE.

SOLID END: BASE CONTROL SOLID "C" GAP; PASS, RUSH AND CONTAIN.

MIKE: RUN TO, CONTROL SOLID "B" GAP; RUN AWAY, SCRAPE FLEX "A" GAP; PASS, IN COVERAGE.

NOSE TACKLE: RAM SOLID.

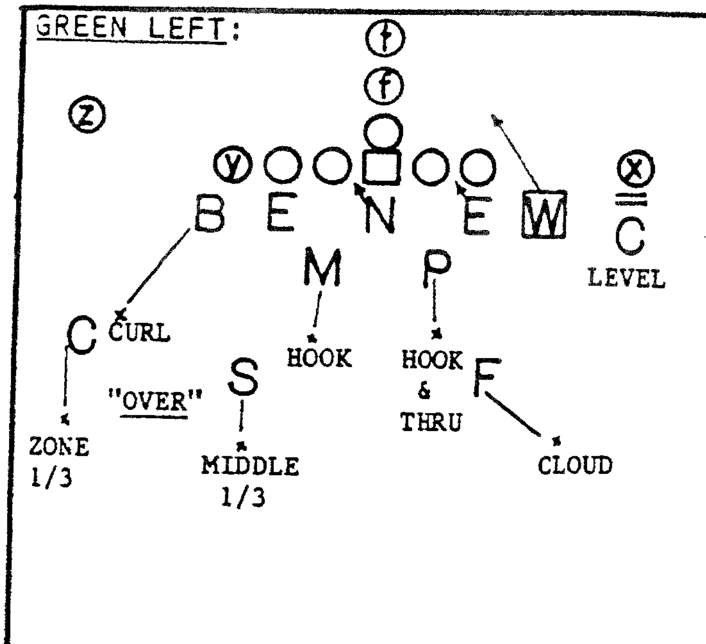
PLUGGER: RUN TO, SCRAPE "C" GAP TO BALL; RUN AWAY, CONTROL FLEX "A" GAP; PASS, IN COVERAGE.

FLEX END: RAM

WHIP: FORCE (WILL OFTEN BE IN STUNT); PASS, RUSH AND CONTAIN.

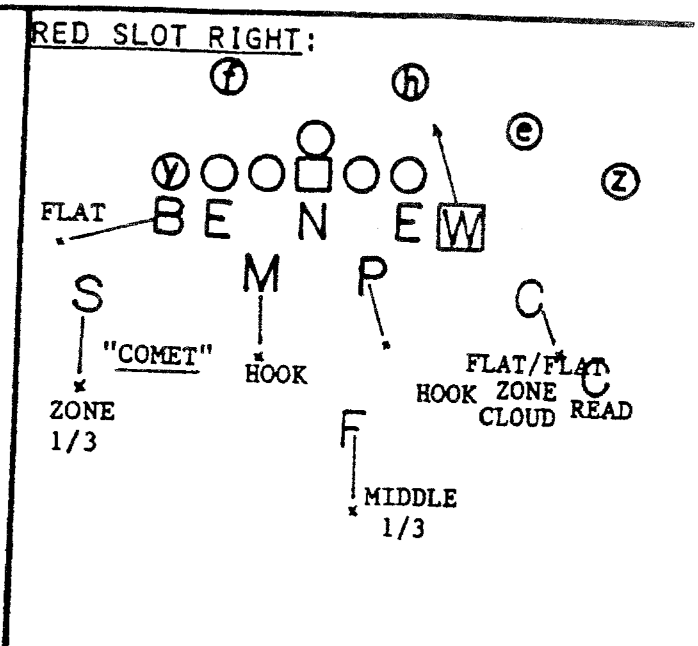
UNDER SLANT COVER 43

GREEN LEFT:



****COVER 4

RED SLOT RIGHT:



****COVER 3

BUCK: FLANKER, DEFEND CURL/FLAT ("OVER") AND FORCE RUNS, ALERT "BOSS" SITUATIONS; SLOT, PLAY "COMET".

MIKE: DEFEND THE SOLID/HOOK; WHEN FLANKER, ALERT "BOSS" SITUATIONS.

PLUGGER: FLANKER, DEFEND HOOK & THRU; SLOT, UNLESS "PURPLE" DEFEND HOOK

WHIP: FLANKER, UNLESS "FLAME" DEFEND HOOK & THRU (ALERT "WINGS" MOTION FLEX); SLOT, UNLESS "FLAME" DEFEND HOOK.

STRONG CORNER: FLANKER, PLAY "OVER" (ADJUST WITH CROSS/MOTION); SLOT, FLAT/FLAT, ZONE.

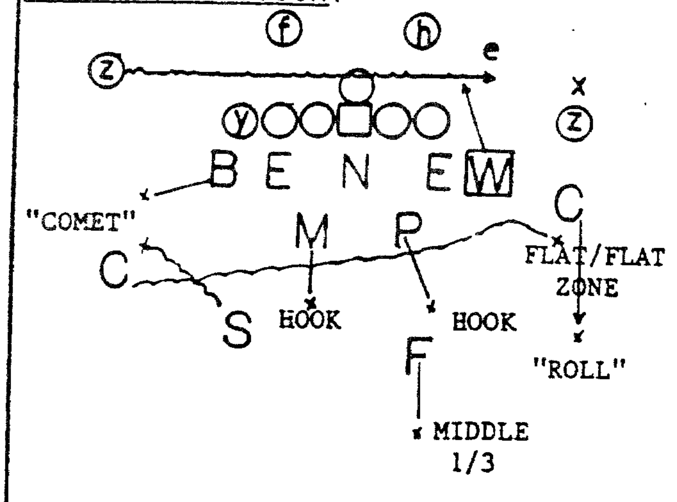
STRONG SAFETY: FLANKER, PLAY "OVER" AND FILL ON RUNS; SLOT, "COMET"; ADJUST WITH "Y" CROSS/MOTION (SHIFT).

FREE SAFETY: FLANKER, CLOUD; "DOUBLE/WING/OPEN", LARK/ROBIN; SLOT, DEFEND MIDDLE 1/3; ADJUST VERSUS "Z, Y & E" CROSS/MOTION (SHIFT).

WEAK CORNER: FLANKER, LEVEL (FREE SAFETY SKY/SUN, PLAY READ); SLOT, FLAT/FLAT, ZONE (ADJUST WITH "E" CROSS/MOTION OR SHIFT).

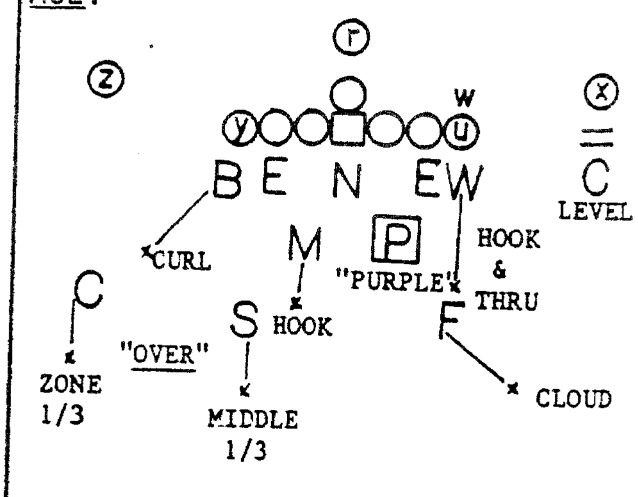
UNDER SLANT COVER 43 ADJUSTMENTS

"Z" CROSS MOTION:

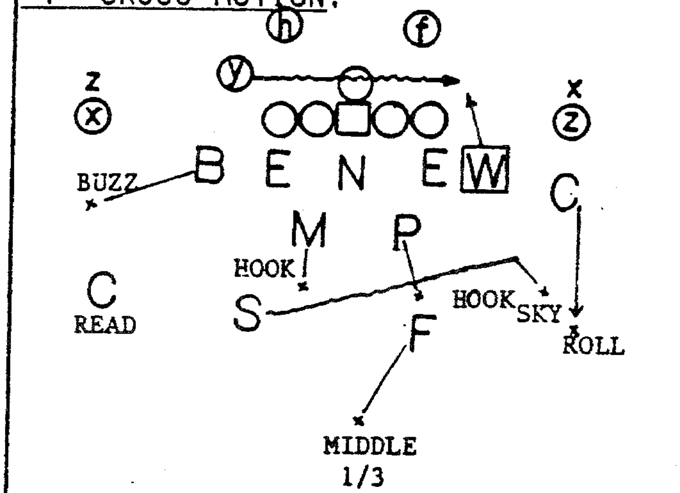


****ADJUST FROM COVER 4 TO COVER 3

ACE:

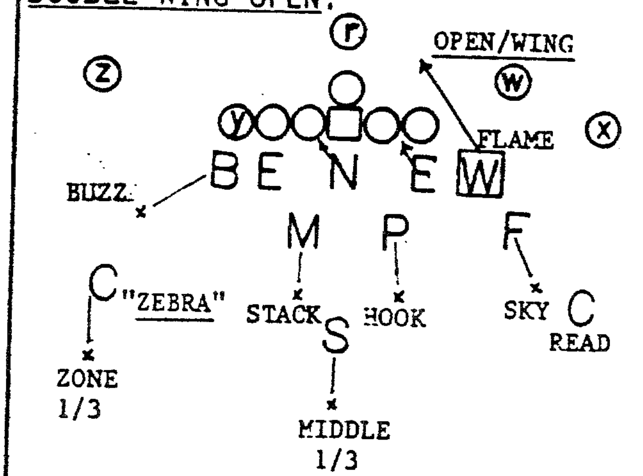


"Y" CROSS MOTION:



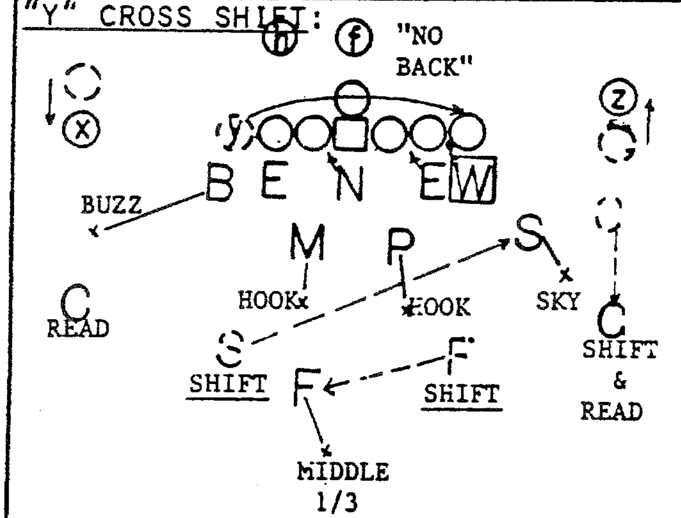
****ADJUST FROM COVER 4 TO COVER 3

DOUBLE WING OPEN:



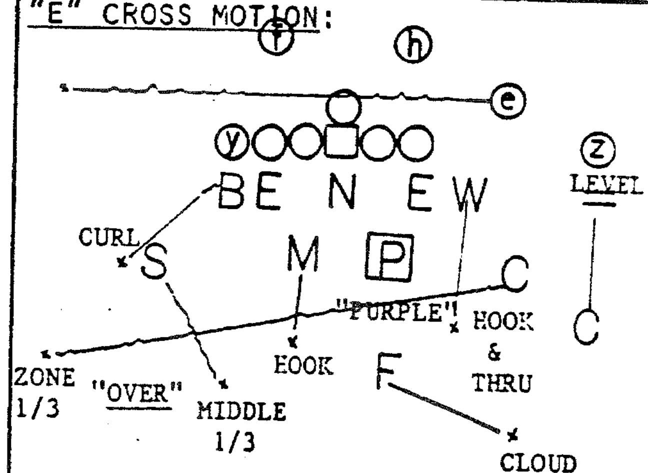
****AUTO: "LARK/ROBIN"

"Y" CROSS SHIFT:



****ADJUST FROM COVER 4 TO COVER 3

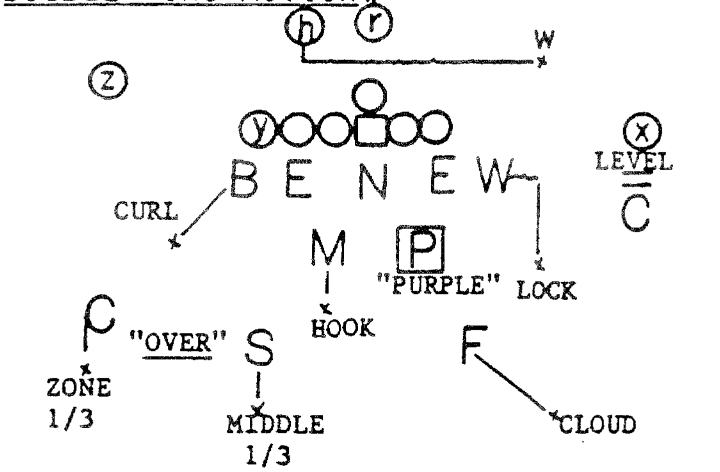
"E" CROSS MOTION:



****ADJUST FROM COVER 3 TO COVER 4

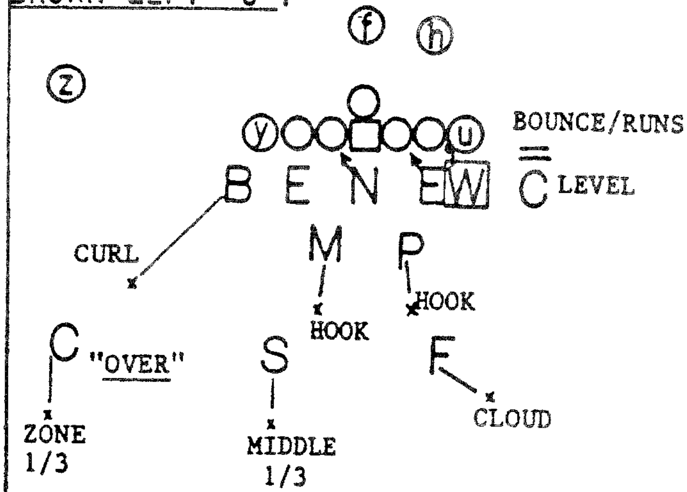
UNDER SLANT COVER 43 ADJUSTMENTS

DOUBLE WING MOTION:

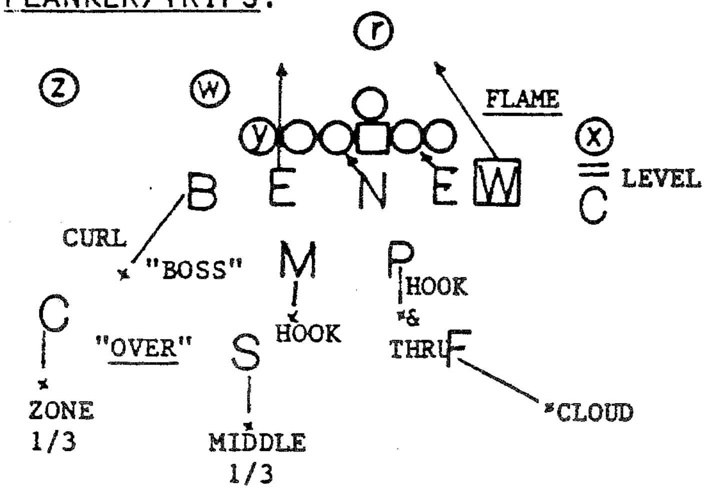


****ADJUST FROM SLANT/FLAME TO PURPLE

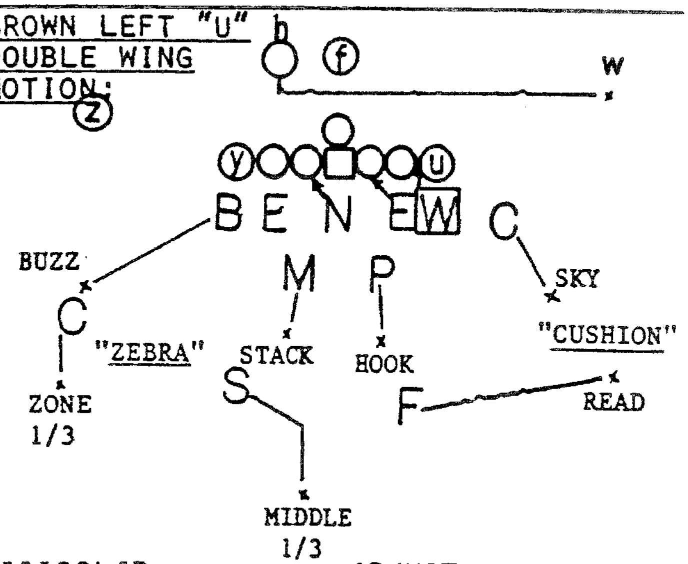
BROWN LEFT "U":



FLANKER/TRIPS:

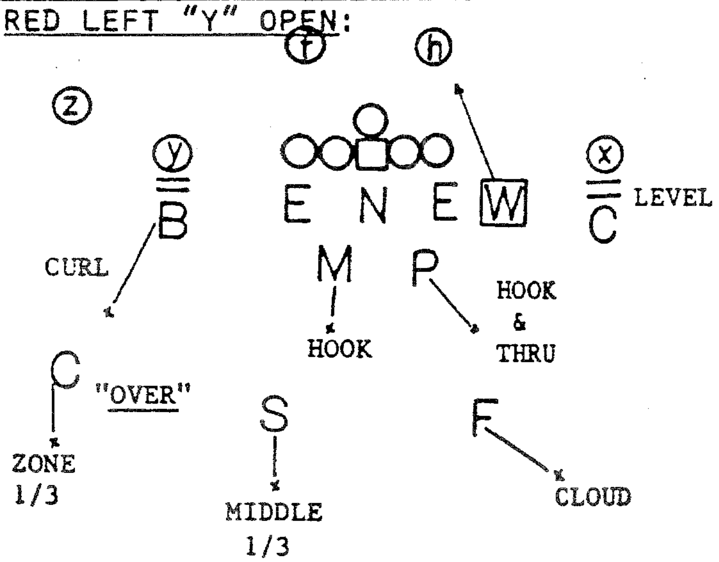


BROWN LEFT "U" DOUBLE WING MOTION:

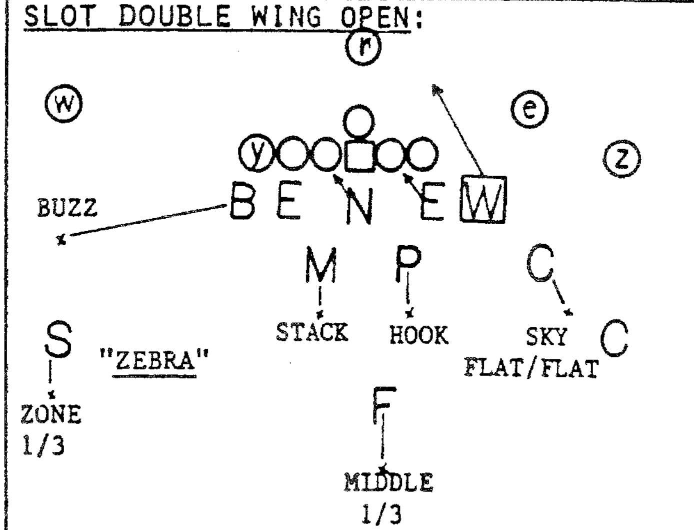


****SOLID SIDE MUST ADJUST FROM "OVER" TO "ZEBRA"

RED LEFT "Y" OPEN:



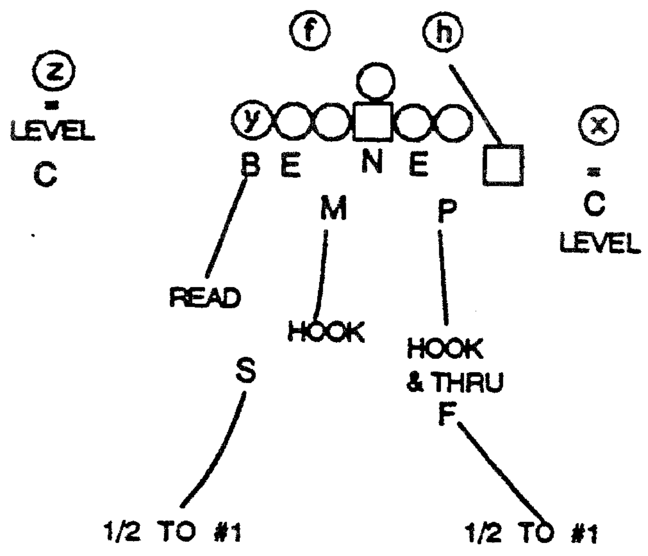
SLOT DOUBLE WING OPEN:



****AUTO: "RAM/LION"

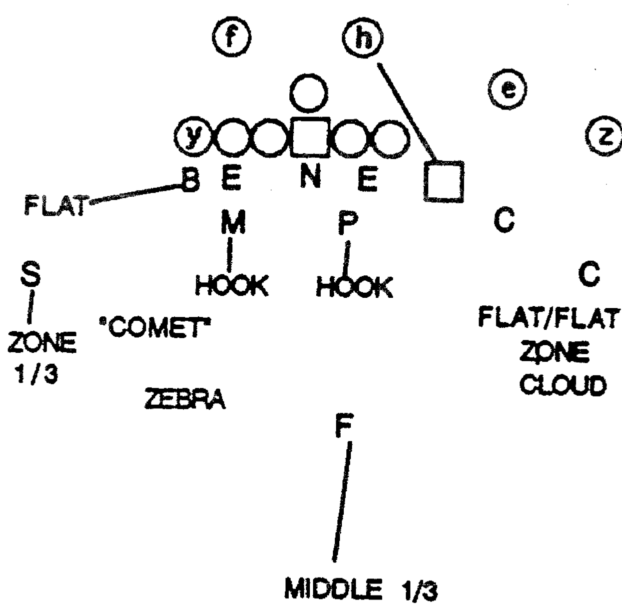
ELEPHANT EAGLE COVER 93 (Orange)

RED LEFT



**** COVER 9

RED SLOT LEFT



**** COVER 3

BUCK: FLANKER: COVER 9; SLOT COVER 3

MIKE: FLANKER: COVER 9; SLOT: COVER 3

PLUGGER: FLANKER: COVER 9; SLOT: COVER 3

ELEPHANT: FLAME

STRONG CORNER: FLANKER: COVER 9; SLOT: FLAT/FLAT, ZONE, CLOUD;

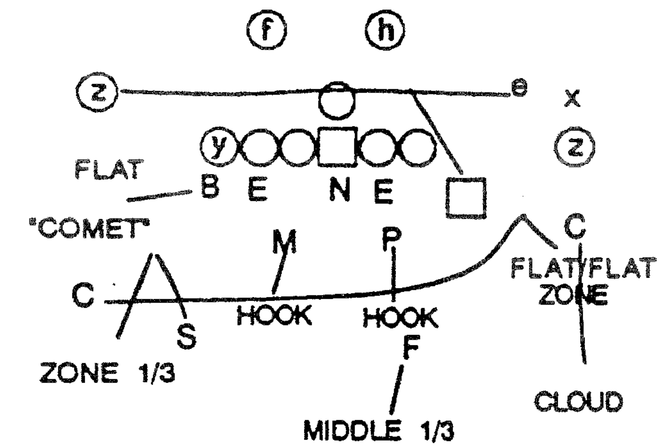
STRONG SAFETY: FLANKER: COVER 9; SLOT: COVER 3; ADJUSTER

FREE SAFETY: FLANKER: COVER 9; SLOT: COVER 3; AUTO "LARK/ROBIN" VERSUS DOUBLE/WING/OPEN AND RAM/LION VERSUS SLOT/DOUBLE WING OPEN

WEAK CORNER: FLANKER: COVER 9; SLOT: FLAT/FLAT, ZONE, CLOUD; ADJUSTER

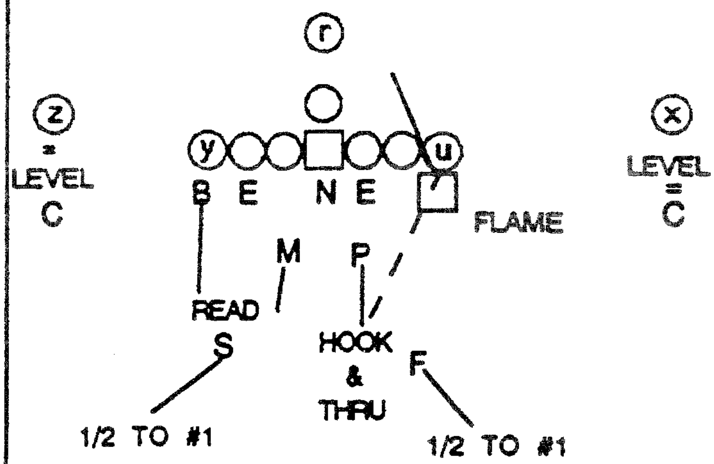
ELEPHANT EAGLE COVER 93 ADJUSTMENTS

"Z" CROSS MOTION:



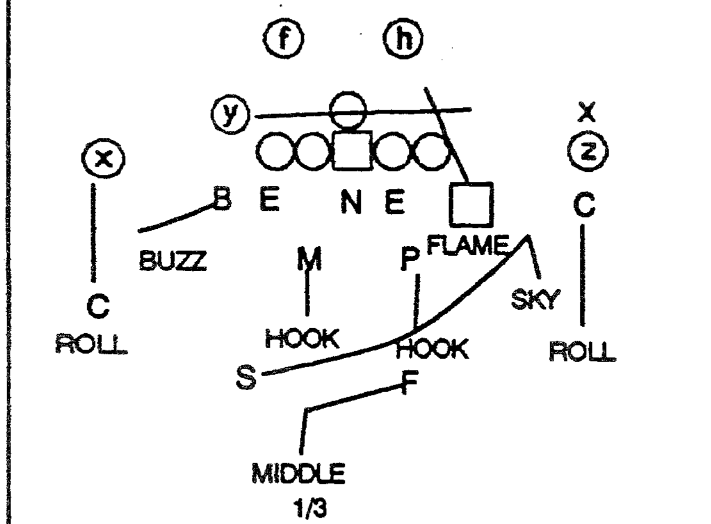
****ADJUST TO COVER 3

ACE:



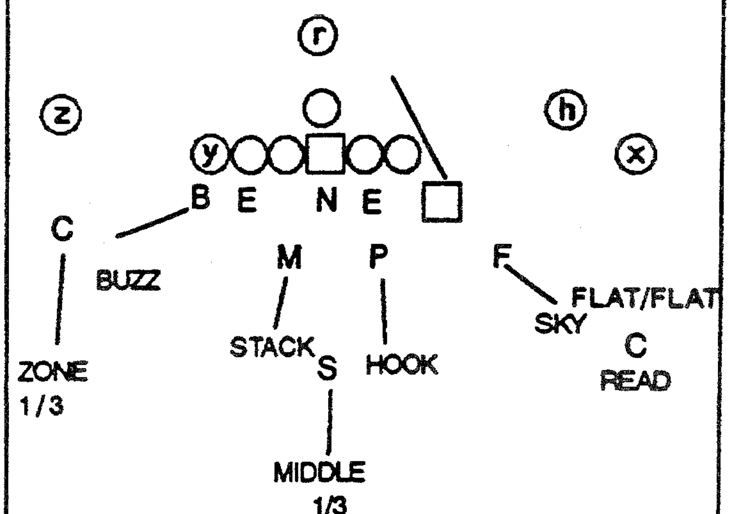
****COVER 9

"Y" CROSS MOTION:



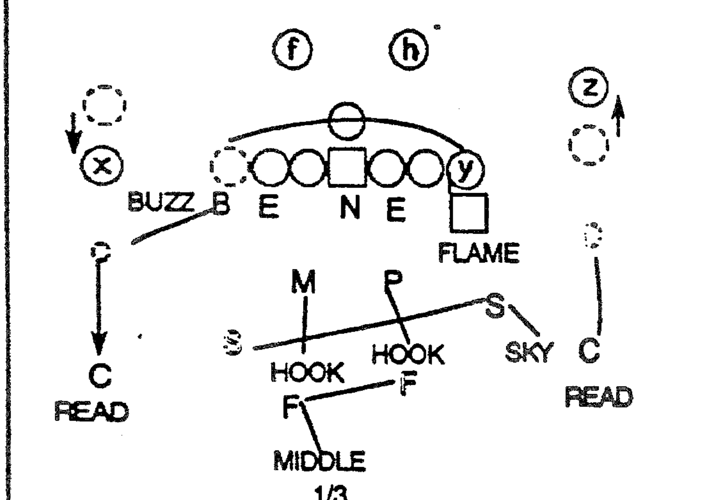
**** ADJUST TO COVER 3

DOUBLE WING OPEN:



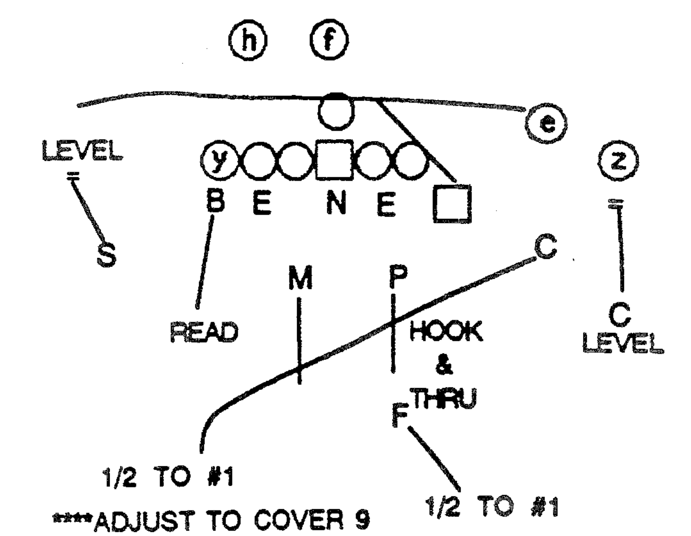
**** ADJUST TO COVER "LARK & ROBIN"

"Y" CROSS SHIFT:



****ADJUST TO COVER 3

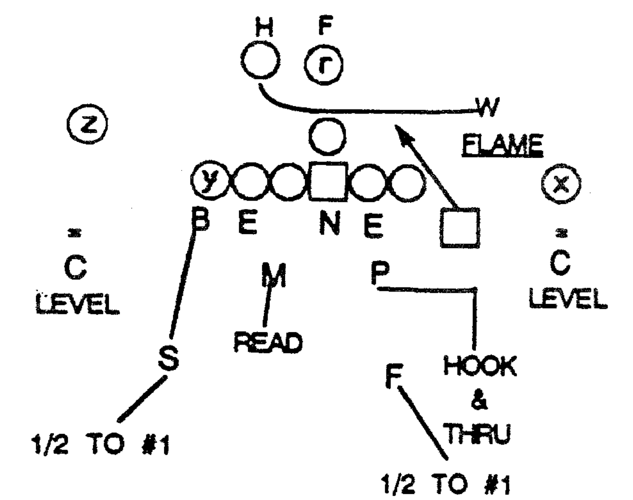
"E" CROSS MOTION:



****ADJUST TO COVER 9

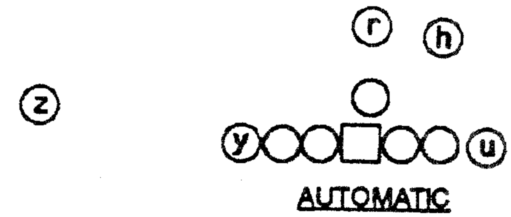
ELEPHANT EAGLE COVER 93 ADJUSTMENTS

DOUBLE WING MOTION

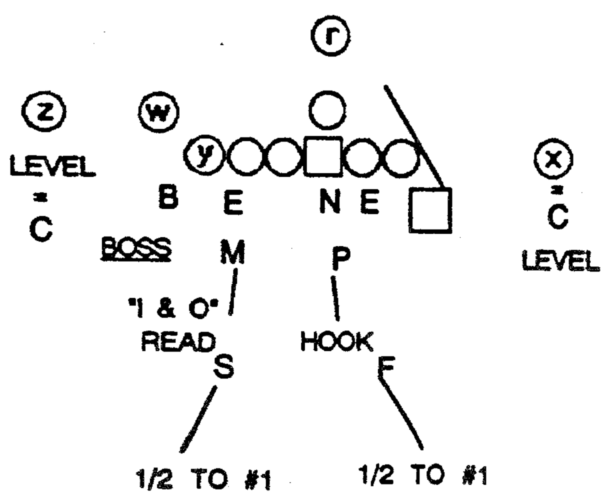


**** COVER 9

BROWN LEFT "U":

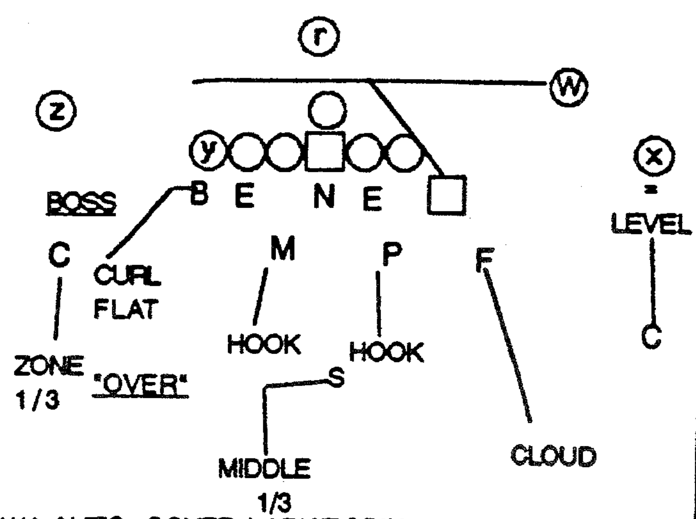


FLANKER/TRIPS:



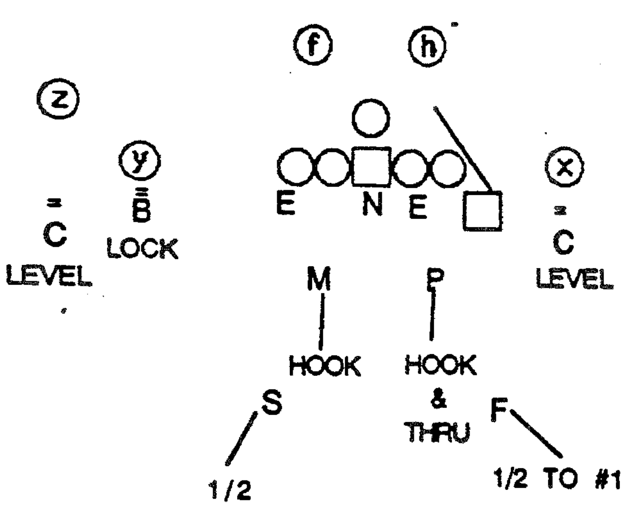
**** COVER 9

TRIPS MOTION:



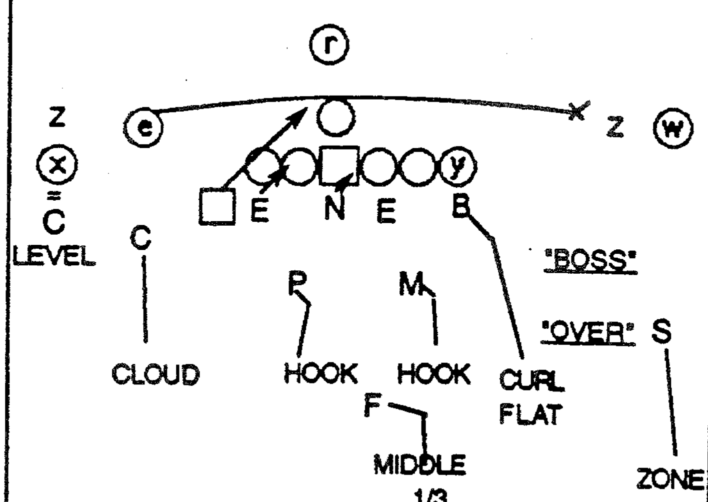
**** AUTO: COVER LARK/ROBIN

RED LEFT "Y" OPEN:



**** COVER 9

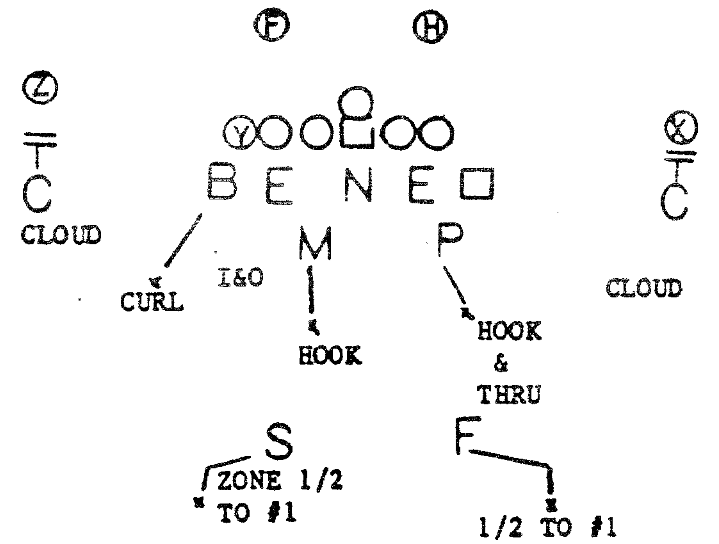
SLOT CROSS/MOTION TO TRIPS:



****AUTO: "RAM/LION

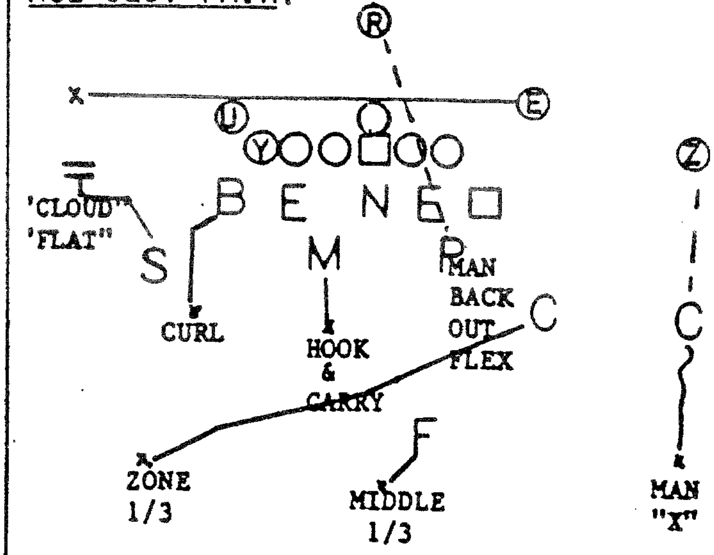
EAGLE COVER 936

FLANKER:



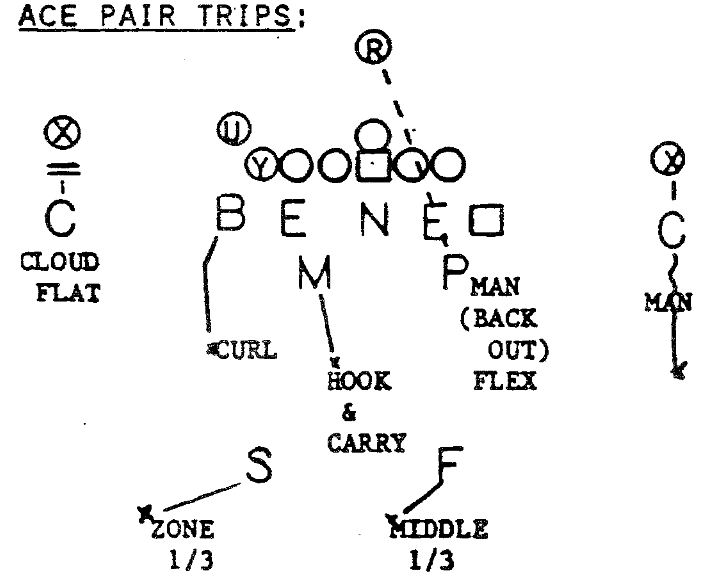
*****PLAY COVER 93

ACE SLOT PAIR:



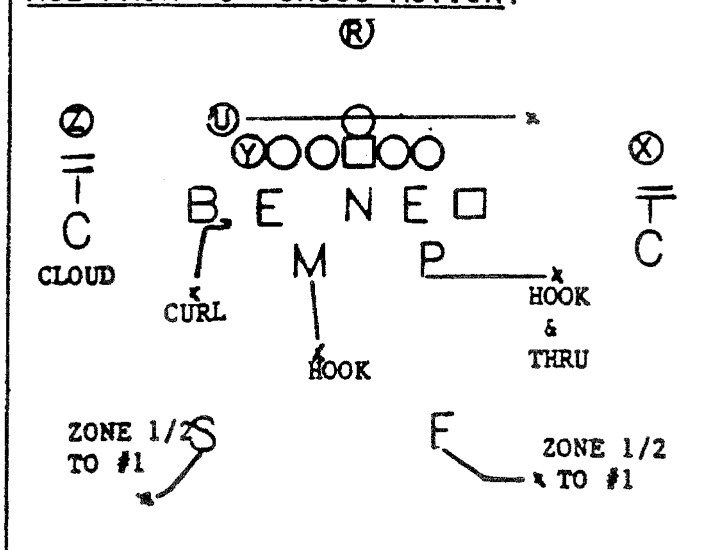
****AUTO "3 TO 6 CLOUD"

ACE PAIR TRIPS:



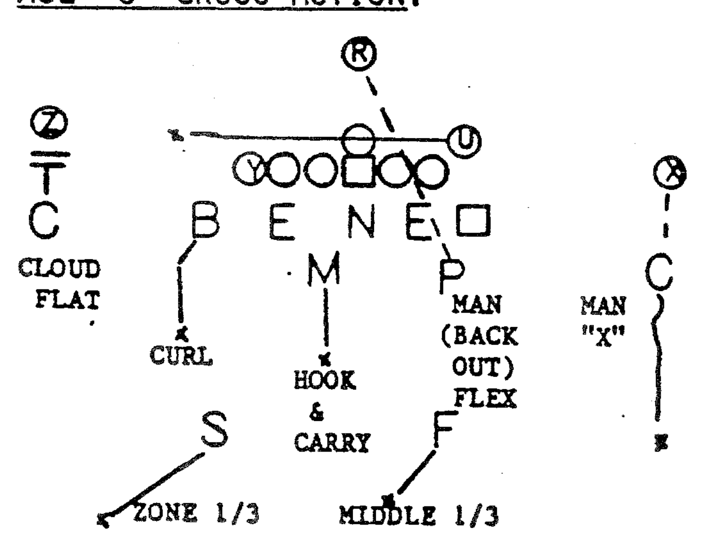
****AUTO "6 CLOUD"

ACE PAIR "U" CROSS MOTION:



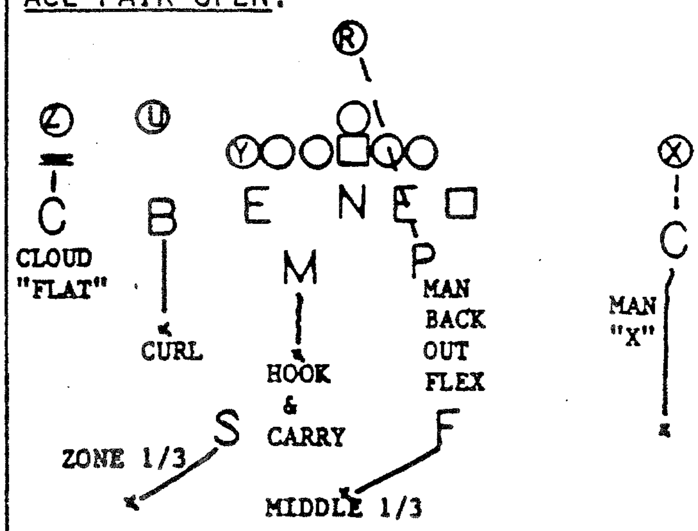
****AUTO "6 CLOUD TO 9" (TROJAN)

ACE "U" CROSS MOTION:



****AUTO "9 TO 6 CLOUD"

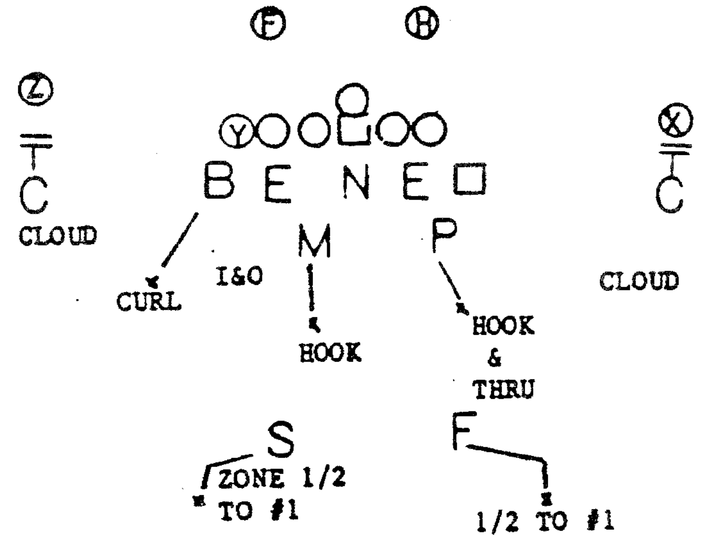
ACE PAIR OPEN:



****AUTO "6 CLOUD"

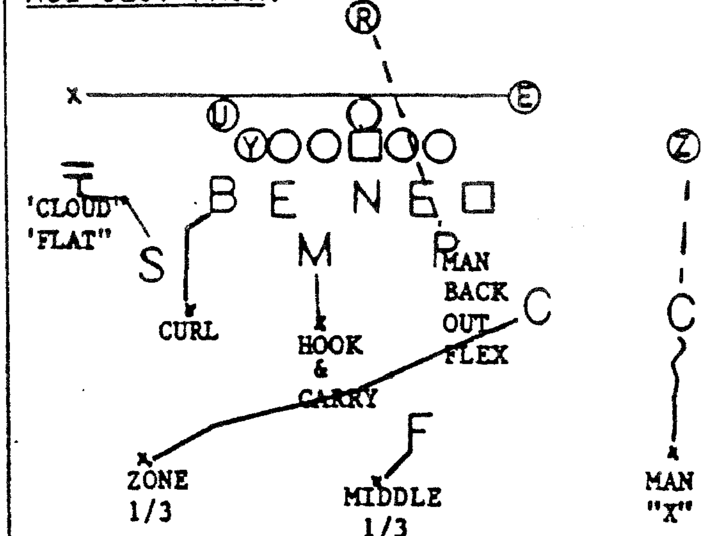
EAGLE COVER 936

FLANKER:



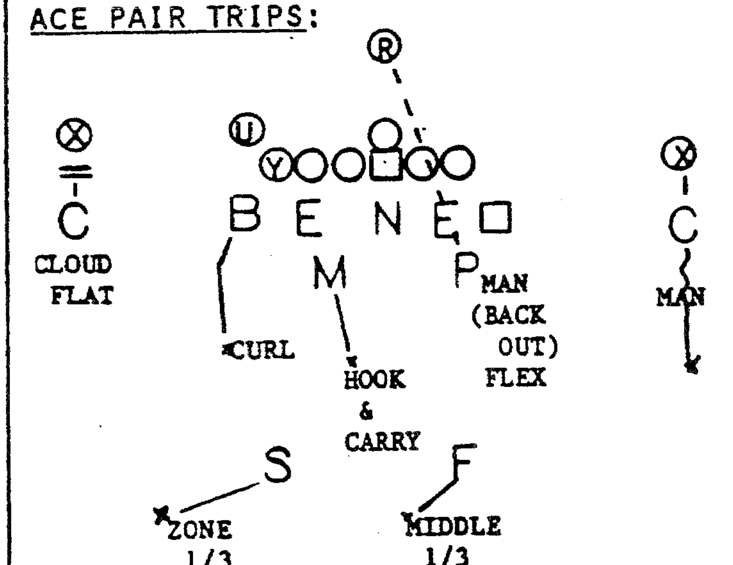
*****PLAY COVER 93

ACE SLOT PAIR:



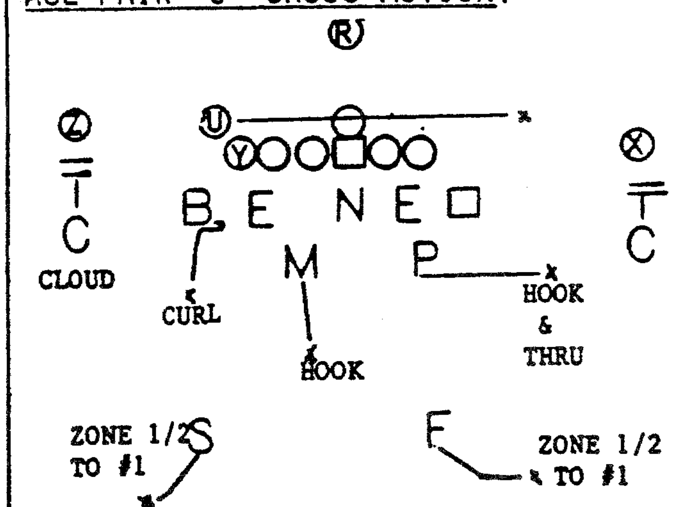
****AUTO "3 TO 6 CLOUD"

ACE PAIR TRIPS:



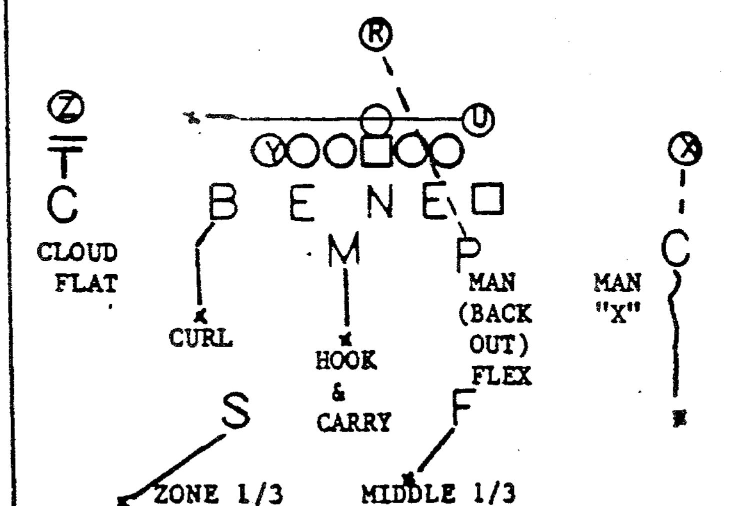
****AUTO "6 CLOUD"

ACE PAIR "U" CROSS MOTION:



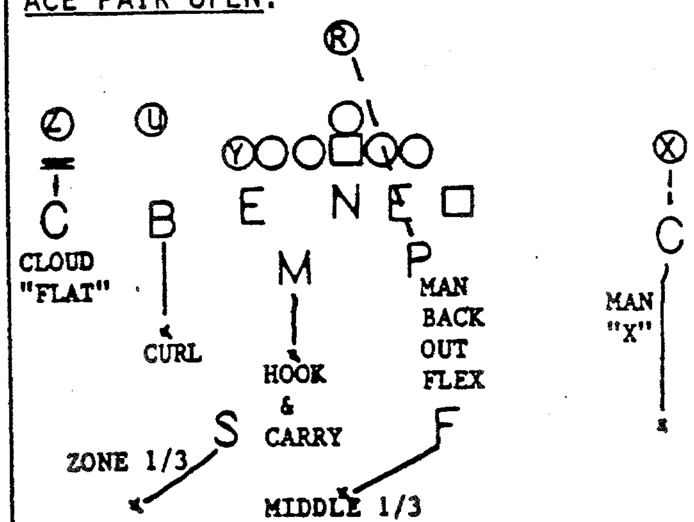
****AUTO "6 CLOUD TO 9" (TROJAN)

ACE "U" CROSS MOTION:



****AUTO "9 TO 6 CLOUD"

ACE PAIR OPEN:



****AUTO "6 CLOUD"

(EL) STRIP COVER 93

1- ELEPHANT ALIGN TO AND "FLAME/FLEX" ALL SETS EXCEPT OSKIE VERSUS TRIPS (PAIR) SHIFT FLEX

2- SLANT VERSUS RED, BLUE AND GREEN; BASE NOSE VERSUS BROWN; ROCK-IT VERSUS TRIPS (PAIR) SHIFT FLEX

3- PLUGGER IS THE ADJUSTER VERSUS FLANKER/WINGS MOTION/SHIFT FLEX

4- PLAY COVER 9 VERSUS FLANKER AND COVER 3 VERSUS SLOT; DEFENSIVE BACKS ADJUST VERSUS CROSS SHIFT/MOTION

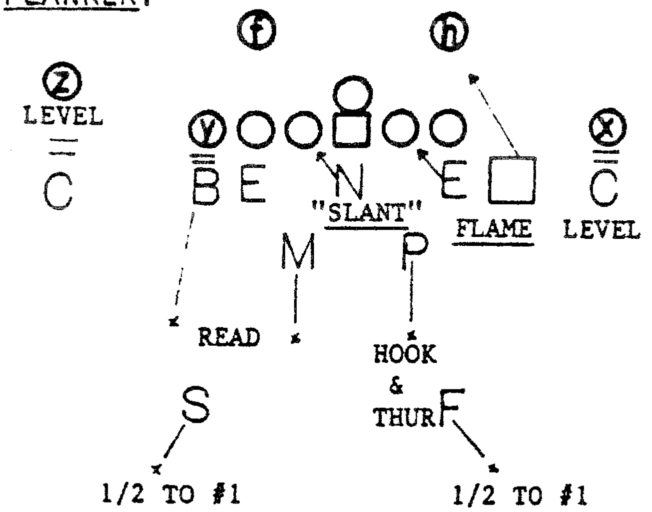
****5- ALERT: AUTO "LARK/ROBIN" VERSUS "DOUBLE/WING/OPEN" AND "RAM/LION" VERSUS "SLOT/DOUBLE/WING/OPEN"

****6- ALERT: AUTO "LARK/ROBIN" VERSUS "Y" CROSS SHIFT

****7- ALIGNED OPEN/FLANKER/TRIPS - "SALLY"

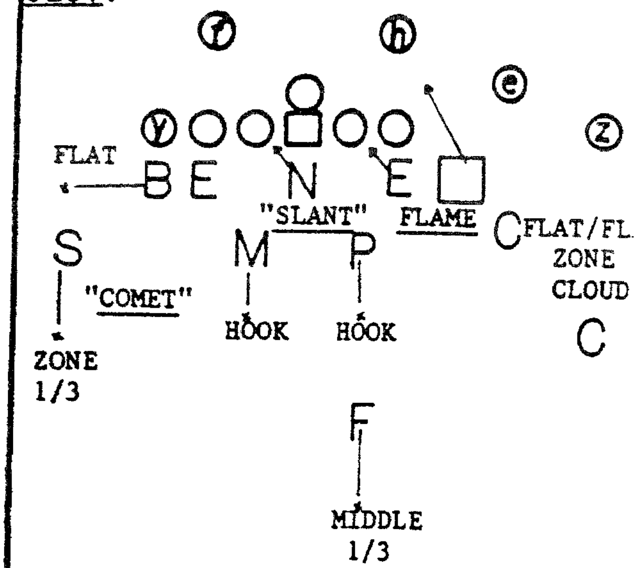
(ELEPHANT) STRIP COVER 93

FLANKER:



****COVER 9

SLOT:



****COVER 3

BUCK: FLANKER: COVER 9; SLOT: COVER 3

MIKE: FLANKER: COVER 9; SLOT: COVER 3

PLUGGER: FLANKER: COVER 9; SLOT: COVER 3

ELEPHANT: FLAME

STRONG CORNER: FLANKER: COVER 9; SLOT: FLAT/FLAT, ZONE, CLOUD; ADJUSTER

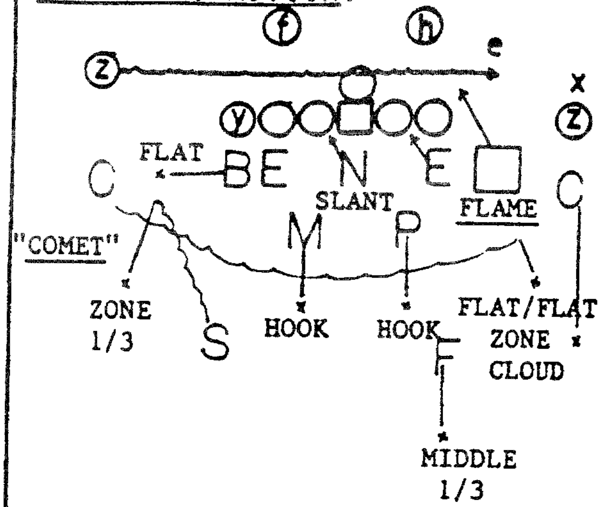
STRONG SAFETY: FLANKER: COVER 9; SLOT: COVER 3; ADJUSTER

FREE SAFETY: FLANKER: COVER 9; SLOT: COVER 3; AUTO "LARK/ROBIN" VERSUS DOUBLE/WING/OPEN AND RAM/LION VERSUS SLOT/DOUBLE WING/OPEN

WEAK CORNER: FLANKER: COVER 9; SLOT: FLAT/FLAT, ZONE, CLOUD; ADJUSTER

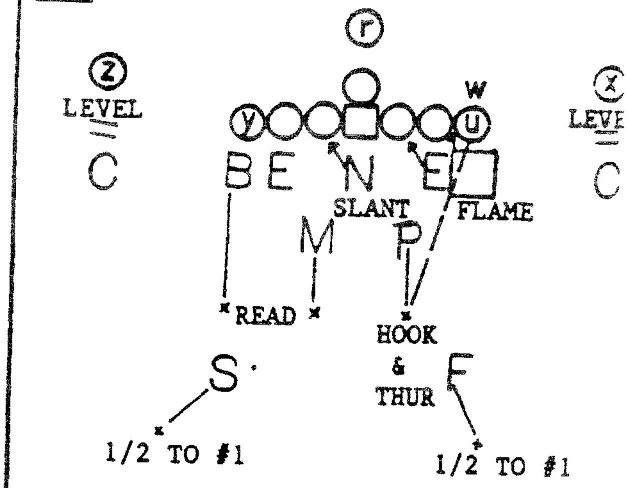
(EL) STRIP COVER 93 ADJUSTMENTS

"Z" CROSS MOTION:



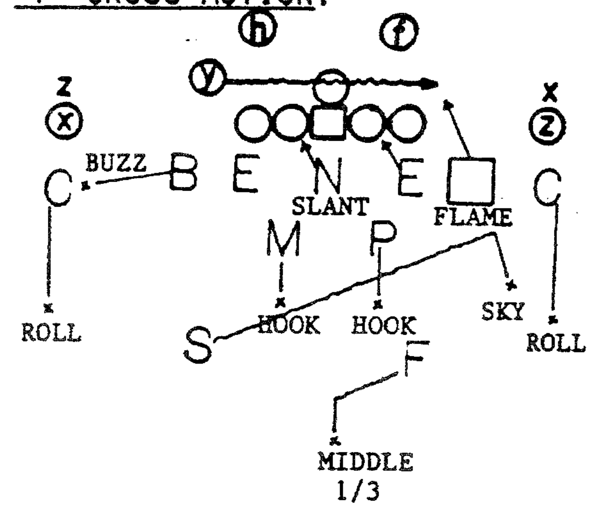
****ADJUST TO COVER 3

ACE:



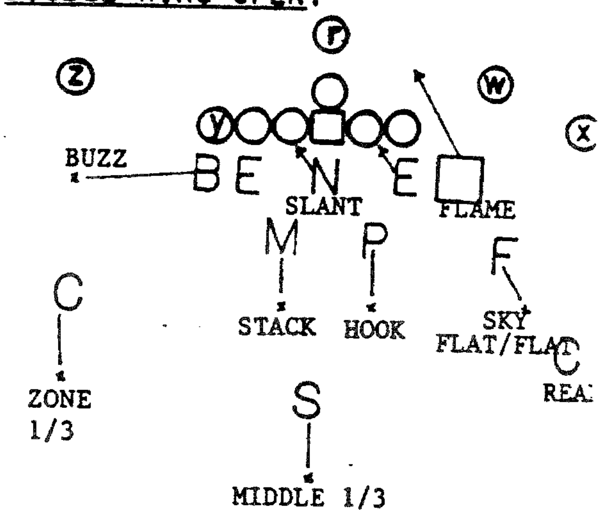
****COVER 9

"Y" CROSS MOTION:



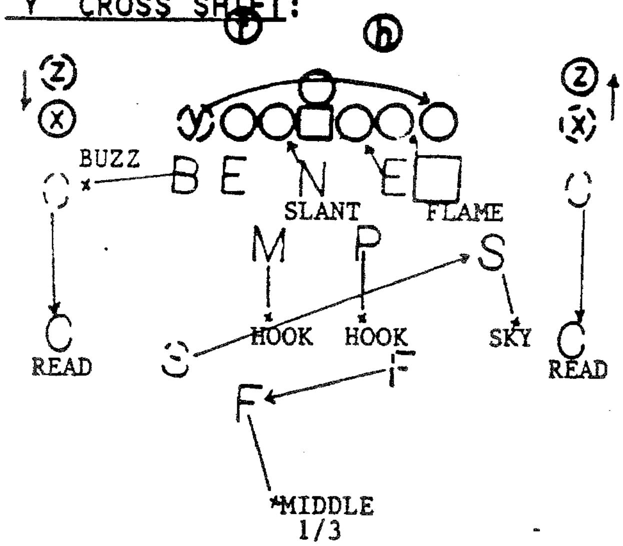
****ADJUST TO COVER 3

DOUBLE WING OPEN:



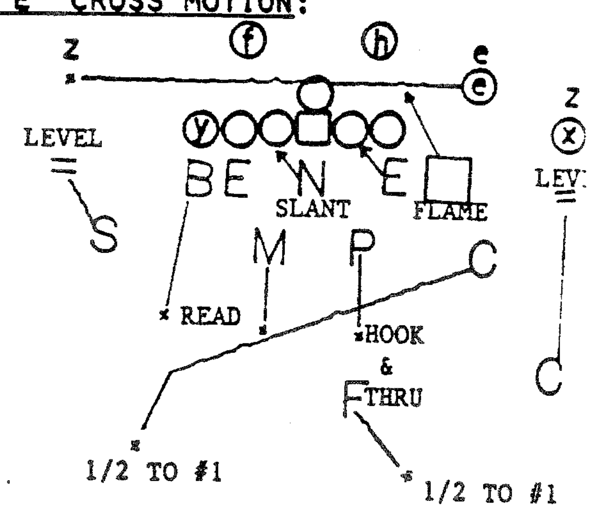
**** ADJUST TO COVER LARK/ROBIN

"Y" CROSS SHIFT:



****ADJUST TO COVER 3

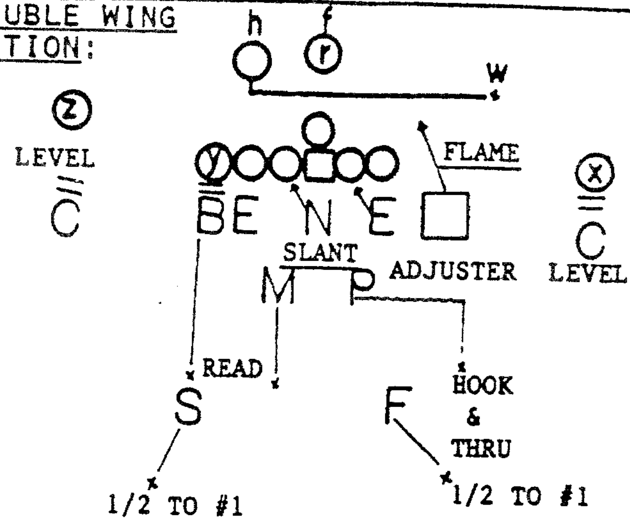
"E" CROSS MOTION:



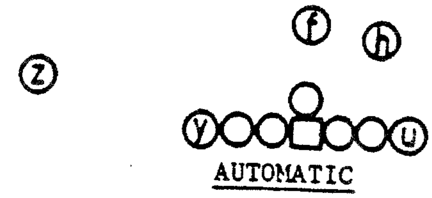
**** ADJUST TO COVER 9

(EL) STRIP COVER 93 ADJUSTMENTS

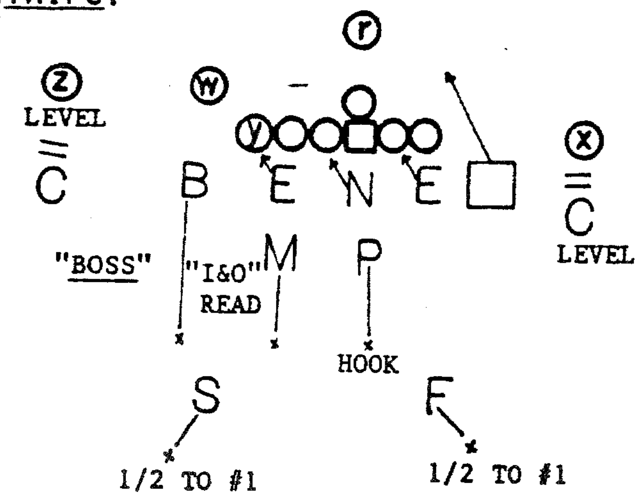
DOUBLE WING MOTION:



****COVER 9

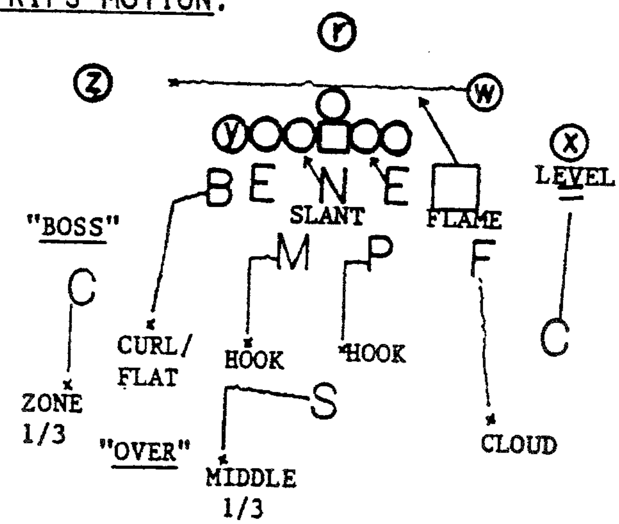


TRIPS:



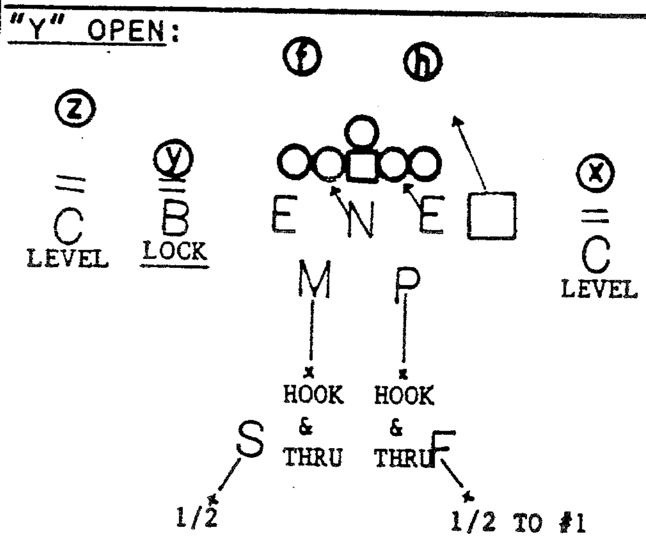
****COVER 9

TRIPS MOTION:



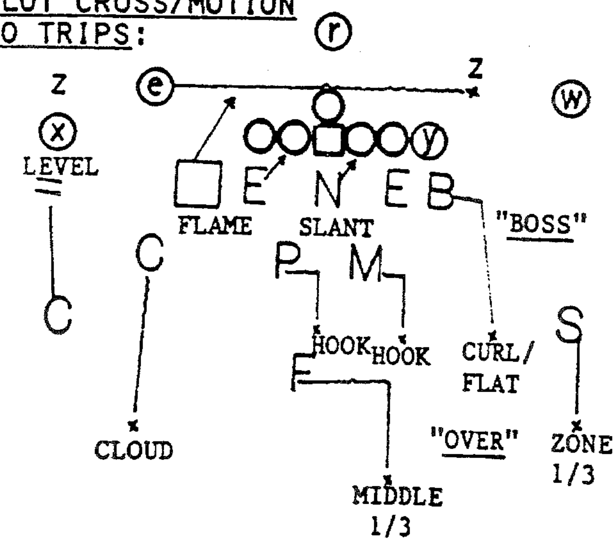
****AUTO: COVER LARK/ROBIN

"Y" OPEN:



****COVER 9

SLOT CROSS/MOTION TO TRIPS:



****AUTO: COVER RAM/LION

BRIDGE COVER 9 STAY

1- MIKE AND PLUGGER "I & O" READ TECHNIQUE IF A BACK IS SET TO THE TIGHT END; NO BACK TO THE TIGHT END, PLUGGER IS IN "LOCK" ON "Y" UNTIL CALLED OFF

2- WHIP IS IN A "LOCK" (8) TECHNIQUE ON THE SECOND RECEIVER TO THE FLEX SIDE; EXAMPLE - DOUBLE WING OR SLOT

3- VERSUS TRUE ACE, PLUGGER, MIKE, WHIP ARE IN A THREE WAY READ

4- VERSUS CLOSE TRIPS AUTO TO SNIPE RULES
VERSUS ALIGNED FLANKER OPEN TRIPS AUTO TO COVER "6" RULES
VERSUS MOTION TO FLANKER TRIPS AUTO SNIPE RULES (POSSIBLE AUTO COVER "6" RULES)

5- VERSUS "Y" CROSS MOTION OR "Y" CROSS SHIFT PLAY COVER 9 TO THE NEW SOLID SIDE

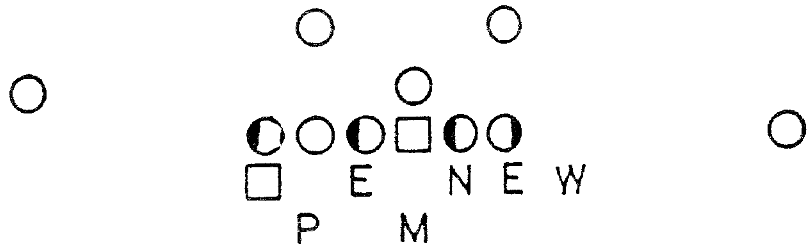
6- VERSUS "Y" CROSS SHIFT AND THEN FLANKER CROSS MOTION WE PLAY COVER 9 ON THE "Y" SHIFT AND THEN PLAY SNIPE RULES ON THE FLANKER CROSS MOTION

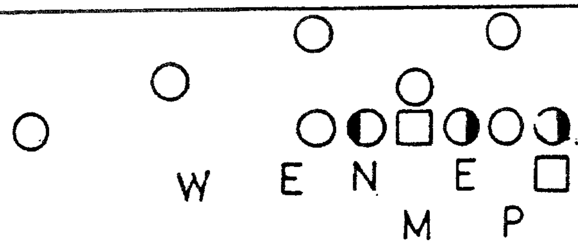
7- VERSUS FLANKER "Y" OPEN PLAY SNIPE RULES

8- VERSUS FLANKER PAIR TRIPS PLAY SNIPE RULES

9- VERSUS A THIRD RECEIVER MOTION TO THE WHIP PLAY SNIPE RULES OF "CLOUD & OVER"

BRIDGE COVER 9 STAY





ELEPHANT: ALIGN HEAD ON TIGHT END, YOU HAVE "D" GAP (OUTSIDE ARM FREE); ON PASS DISRUPT THE RELEASE OF THE TIGHT END AND RUSH CONTAIN

PLUGGER: VERSUS RUN TO, "C" GAP; RUN AWAY SCRAPE SOLID "A" GAP; PASS, IN COVERAGE

SOLID END: ALIGN HEAD ON SOLID GUARD AND CONTROL SOLID "B" GAP; PASS, RUSH

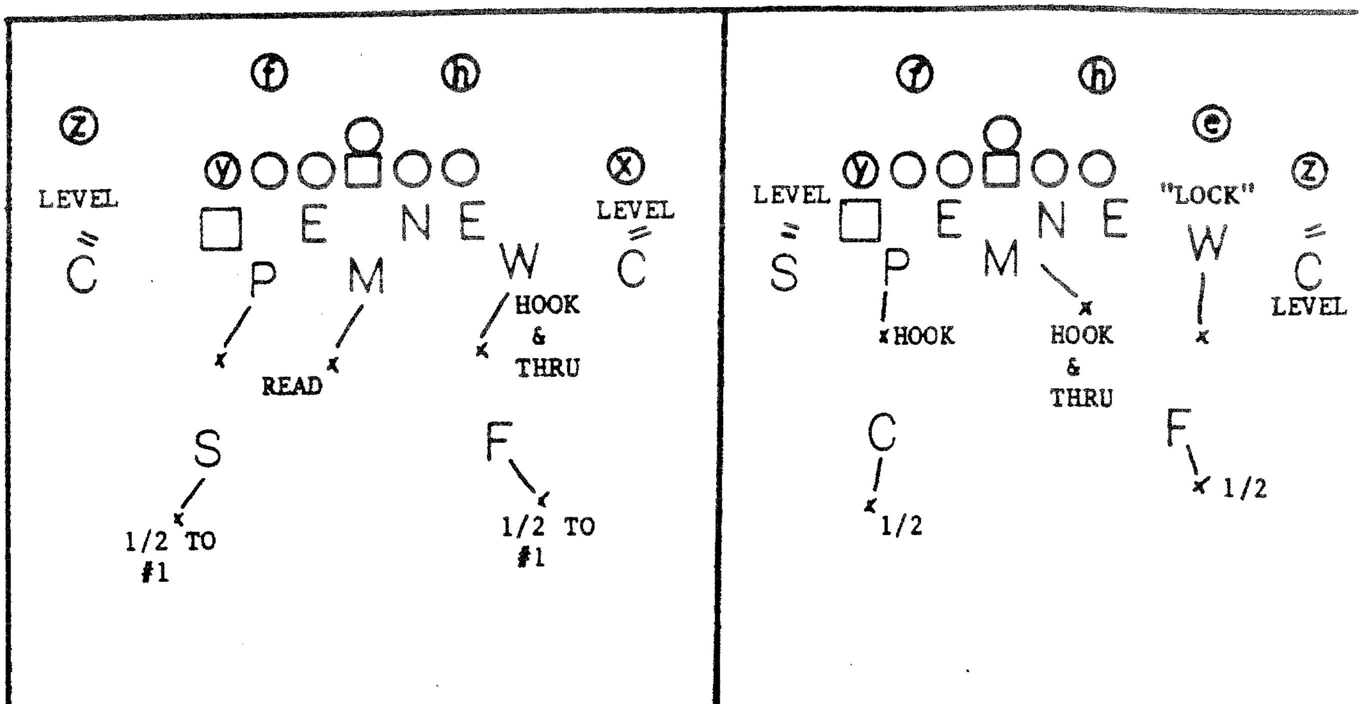
MIKE: RUN SOLID, CONTROL SOLID "A" GAP; RUN FLEX, FILL THE FLEX "B" GAP; PASS IN COVERAGE. IF WHIP WALKED OFF CALL IS "22" AND CONTROL INSIDE "A" GAP

NOSE TACKLE: ALIGN HEAD ON FLEX GUARD AND CONTROL THE FLEX "A" GAP; IF "22" CALL, CONTROL "B" GAP FLEX SIDE; PASS, RUSH

FLEX END: ALIGN OFF OUTSIDE SHOULDER OF FLEX OT AND CONTROL FLEX "C" GAP; POSSIBLE "EASY" CALL BY WHIP; PASS, RUSH

WHIP: FORCE RUNS TO; POSSIBLE "EASY" CALL IF YOU ARE IN CLOSE; PASS, IN COVERAGE

BRIDGE COVER 9 STAY



PLUGGER: FLANKER, READ "I & O" WITH MIKE, NO THREAT COVER THE CURL; NO BACK SET YOUR SIDE "LOCK" ON TIGHT END, "HOOK & THRU"; SLOT, HOOK

MIKE: FLANKER, READ "I & O" WITH PLUGGER, NO THREAT COVER THE SOLID HOOK; SLOT, HOOK

WHIP: FLANKER, BACK SET TO YOUR SIDE "HOOK & THRU"; SLOT, "LOCK" #2 RECEIVER UPFIELD, COVER CURL IF NO THREAT

STRONG CORNER: FLANKER; LEVEL

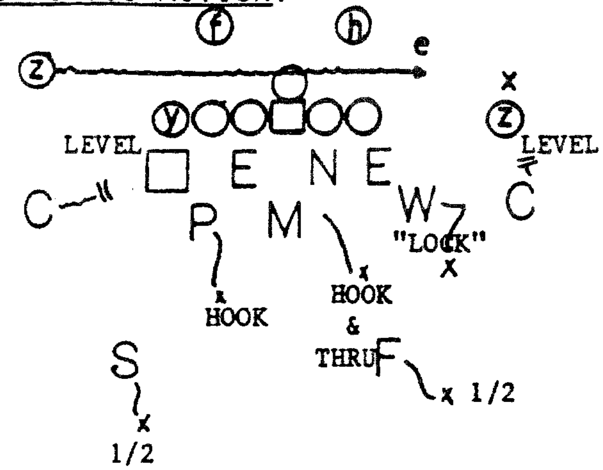
STRONG SAFETY: FLANKER, 1/2 TO NUMBER ONE (#1); SLOT, LEVEL

FREE SAFETY: FLANKER, 1/2 TO NUMBER ONE (#1) (ALERT ROUTE OF TWO); SLOT, 1/2

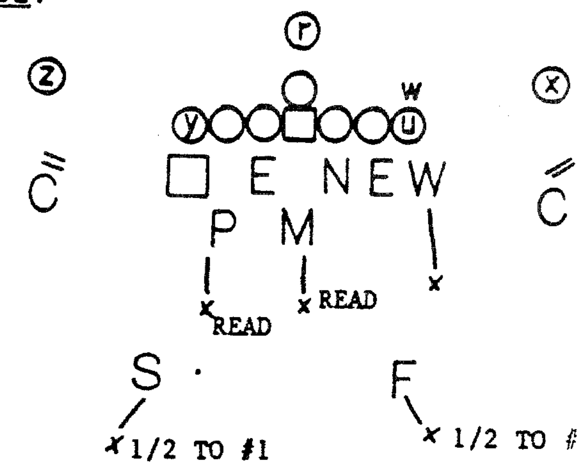
WEAK CORNER: FLANKER, LEVEL; SLOT, 1/2

BRIDGE COVER 9 STAY

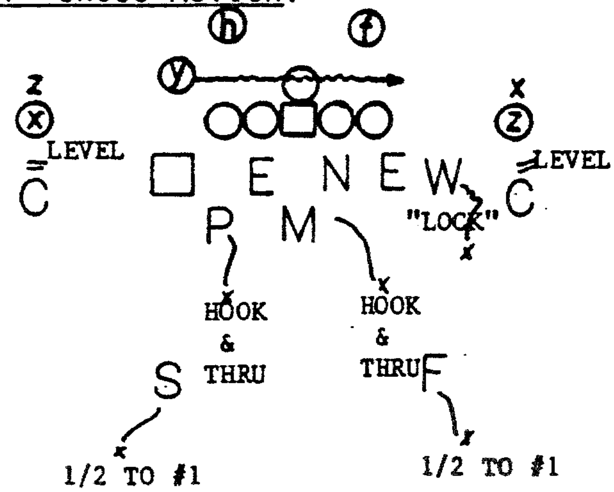
"Z" CROSS MOTION:



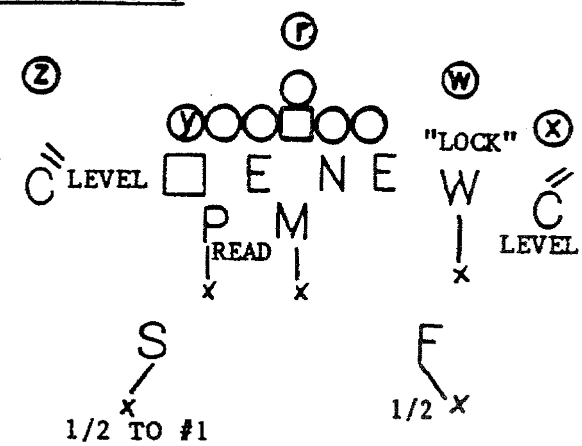
ACE:



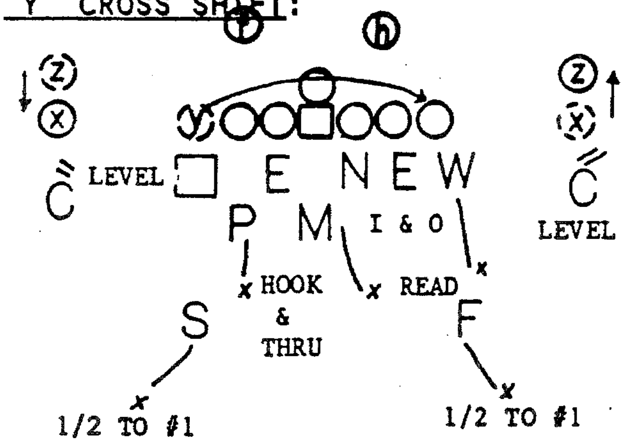
"Y" CROSS MOTION:



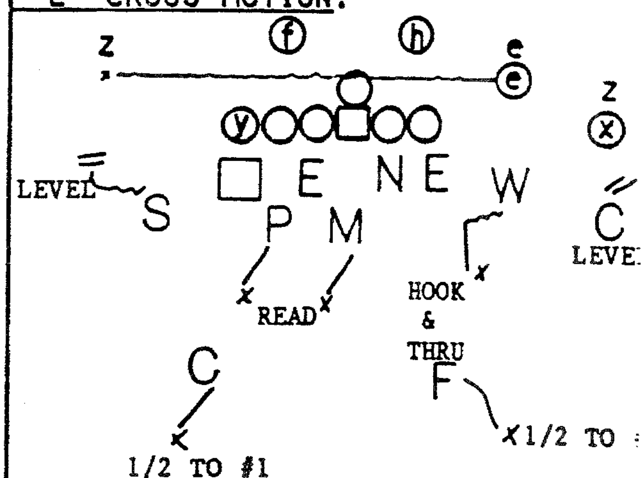
DOUBLE WING



"Y" CROSS SHIFT:

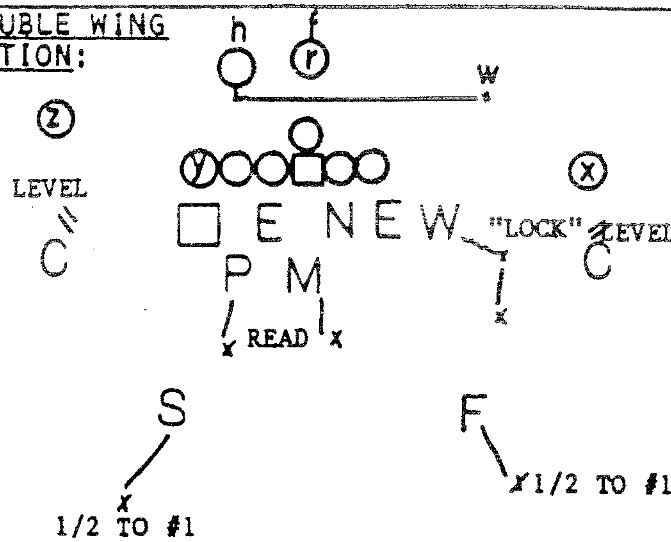


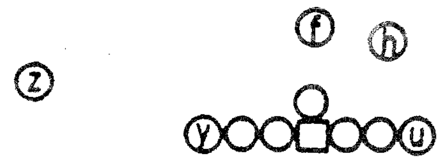
"E" CROSS MOTION:



BRIDGE COVER 9 STAY

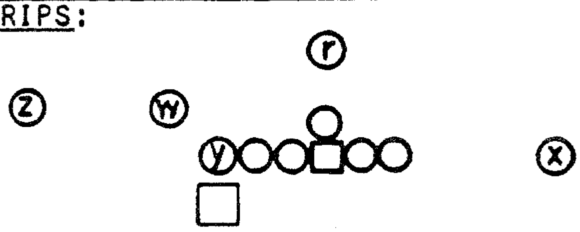
DOUBLE WING MOTION:



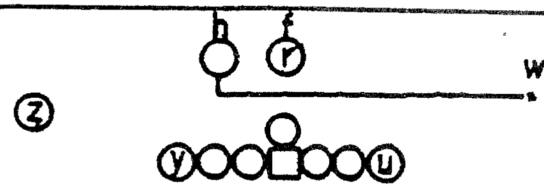


"U" AUTOMATIC

TRIPS:

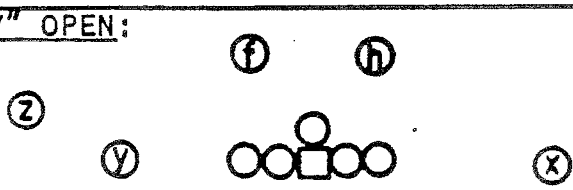


AUTO: "SNIPE"



"U" AUTOMATIC

"Y" OPEN:



AUTO: "SNIPE"



EAGLE "COVER 9" STAY

1- FRONT SEVEN (7) PLAY EAGLE, ALERT FOR "WORM" ADJUSTMENT

2- FLANKER SET: PLAY REGULAR COVER 9 RULES

3- SLOT SETS: PLUGGER IS THE "ADJUSTER" AND PLAY A "LOCK" TECHNIQUE

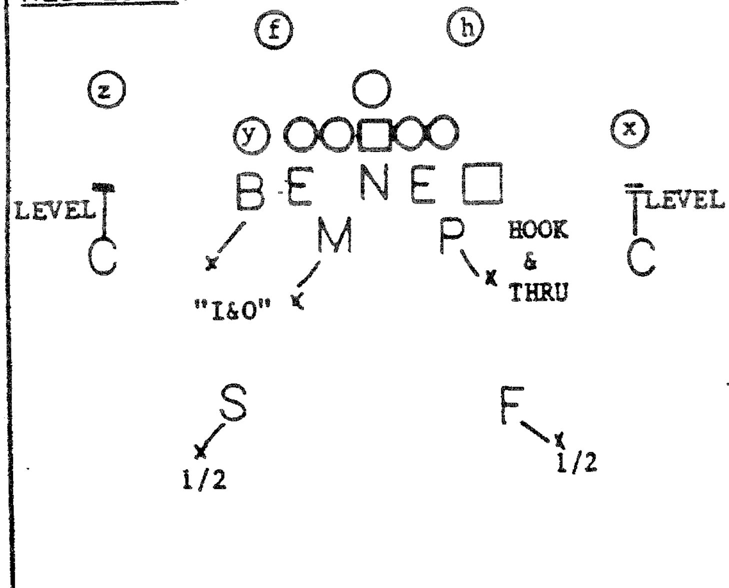
**** 4- TRIPS: PLUGGER ADJUST TO #2 SOLID AND PLAY A "LOCK" TECHNIQUE

**** 5- DOUBLE WING: PLUGGER ADJUST TO #2 FLEX AND PLAY A "LOCK" TECHNIQUE

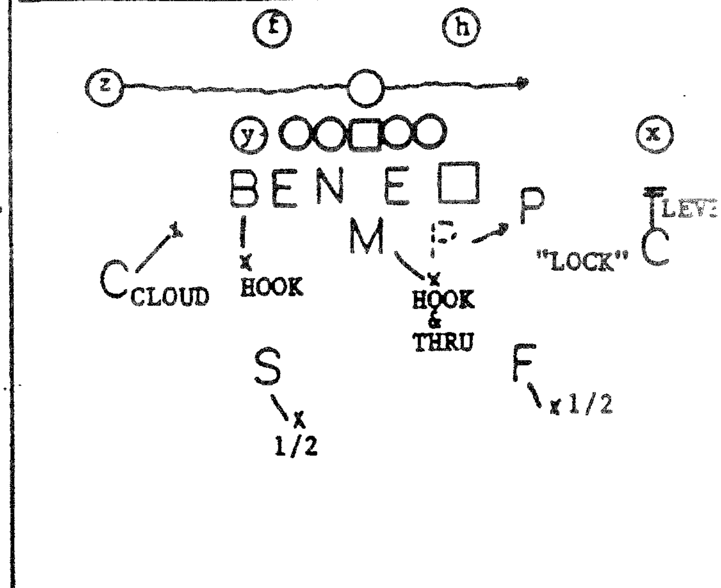
**** 6- BUCK & MIKE: IF A ONE BACK SET, BUCK "LOCK" ON TIGHT END; MIKE KEY THE BACK AND TAKE HIM "HOOK" AND "THRU"

EAGLE "COVER 9 STAY"

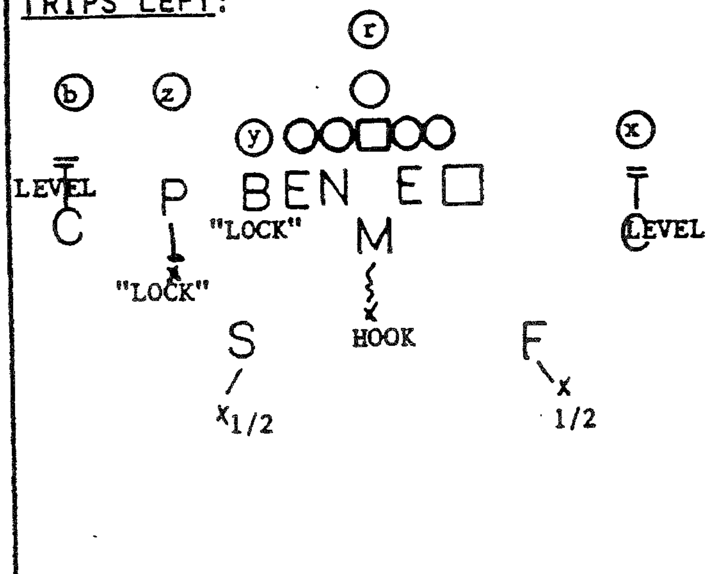
RED LEFT:



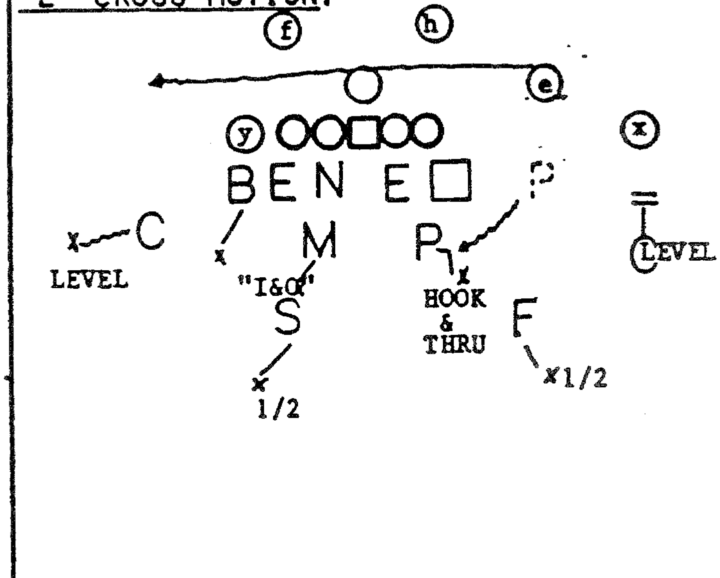
"Z" CROSS MOTION:



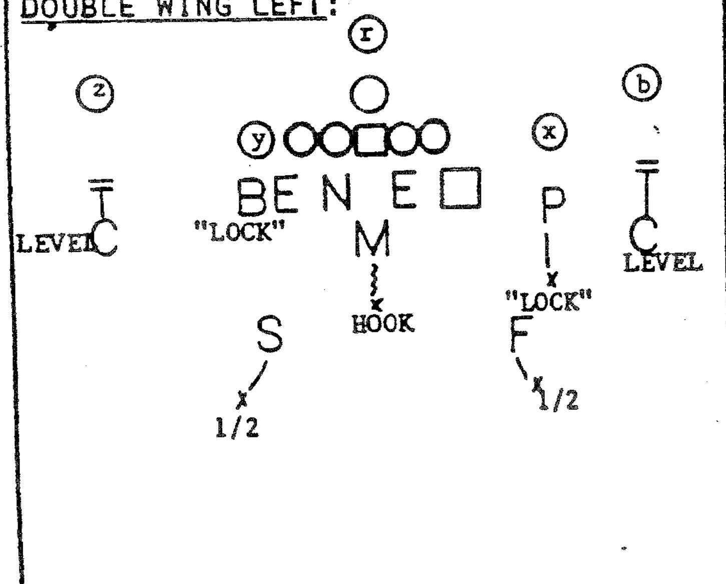
TRIPS LEFT:



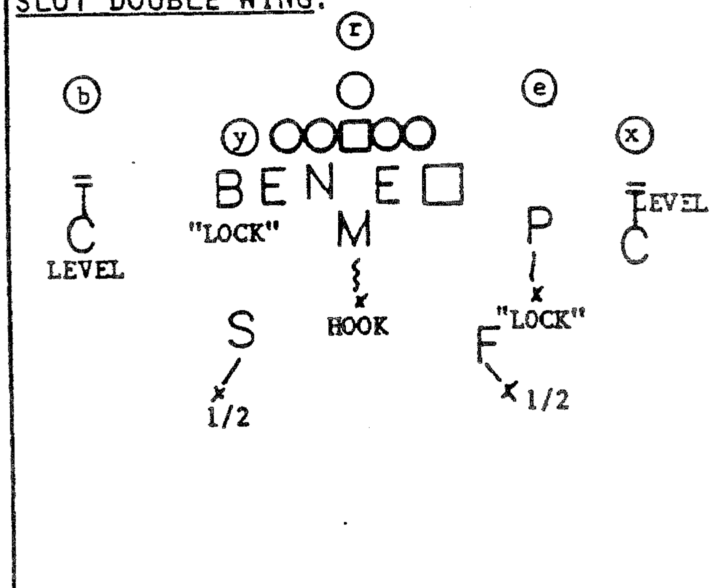
"E" CROSS MOTION:



DOUBLE WING LEFT:



SLOT DOUBLE WING:



(EL) EAGLE COVER 2/SARA

1 - ALIGN FRONT CALLED

2 - BUCK, MIKE AND PLUGGER PLAY "SARA" (FULL/FLOW/SOLID: PLUGGER, LOOK UP CROSSER)

3 - STRONG SAFETY MAN "Y" (LITE)

4 - "Y" CROSS/MOTION, BUCK ADJUST (AUTO "SALLY") AND PLAY "Y" SKY/MAN; "Y" CROSS/SHIFT, BUCK ADJUST (AUTO "SALLY") AND TOUGH THE "Y"

5 - SLOT "Y" OPEN BUCK TAKE "Y" AND STRONG SAFETY I & O ON BACK AND TAKE ANY BACK MOTION

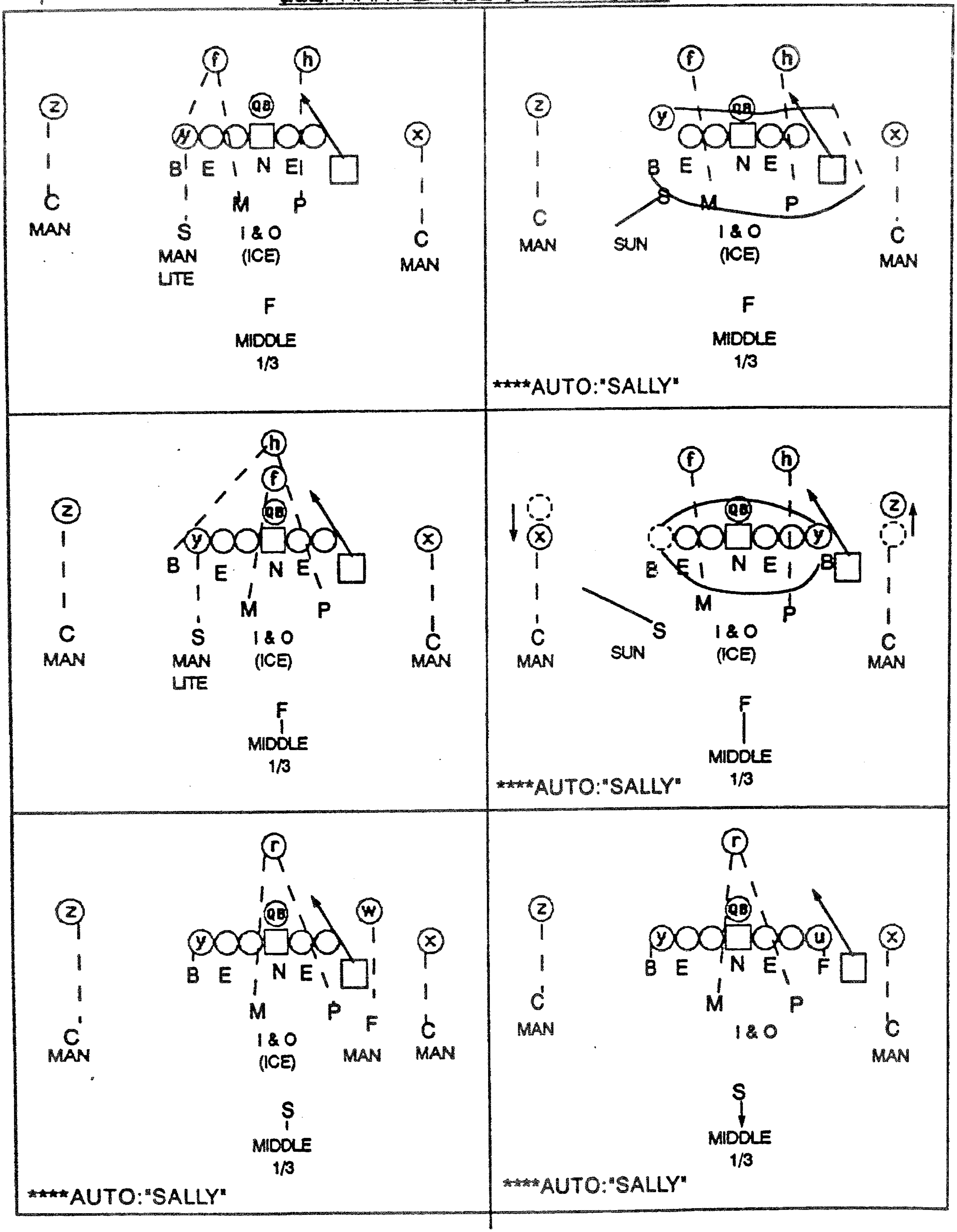
6 - ALL ALIGNED AND MOTION TO "ONE/BACK" SETS, AUTO "SALLY CLOSE/WING/FLEX, SAFETY TOUGH

****7 - VERSUS "Y" CROSS/SHIFT AND IN GREEN; MIKE/PLUGGER "I & O" BACKFIELD AND STRONG SAFETY SUN

****8 - WHEN PLAYING EAGLE, POSSIBLE BASE/FLAME

****9 - POSSIBLE "WORM" ADJUSTMENT BETWEEN MIKE AND NOSE

ELEPHANT EAGLE COVER 2 SARA



MIKE COVER 2/SARA (MEG & PEPPER TOO)

1- FRONT SEVEN (7) BASE (TANK/ROCK/IT) READ

2- VERSUS PASS MIKE "GO-RUSH" AND NOSE RUSH FLEX

3- BINGO COVERAGE BETWEEN BUCK, PLUGGER AND WHIP

4- STRONG SAFETY IN "LIGHTNING" MAN

5- VERSUS TX(U) CORNER PLAY "LIGHTNING" MAN

****6- ANY ALIGNED, SHIFTED OR MOTIONED TO "ONE-BACK" SET AUTO "SWITCH/FRANK" (SLANT AND FLAME/CAT VERSUS WING/SOLID, STRONG SAFETY "BLOODY"; ALIGNED WING/FLEX, "STUD" AND SLANT TO WING; MOTIONED TO WING/FLEX, STRONG SAFETY LIGHTNING/MAN "Y" AND BUCK DOG; "CAT/CORNER" ALERT "BLOODY" SITUATIONS)

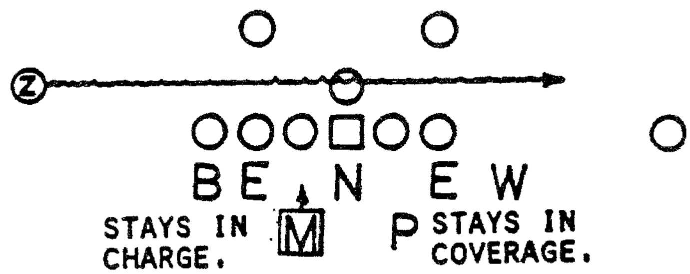
7- "Y" SHIFT/MOTION, STRONG SAFETY ADJUST AND PLAY "LIGHTNING/MAN"; PLUGGER NOW "I & O" WITH WHIP ON BACK/SOLID, BUCK NOW HAS BACK/ FLEX (BINGO); WITH "Y" SHIFT, WE CAN STILL AUTOMATIC "SWITCH/ FRANK"

8- "Y" OPEN OR "S" FORMATIONS: WITH "ONE/BACK" SHIFT/MOTION AUTO "SWITCH/FRANK"; BUCK/WHIP HANDLE THE WING AND THE OTHER IS IN THE CHARGE

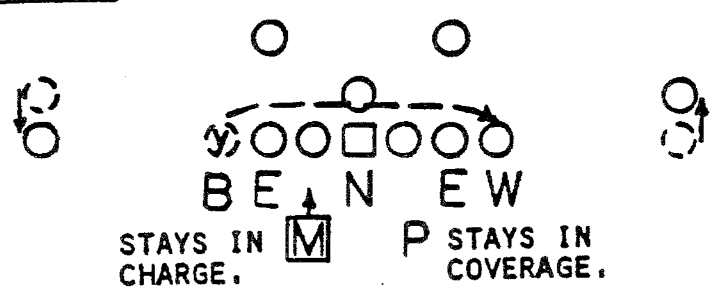
OVER INSIDE CONCEPT

WHEN PLAYING OVER INSIDE, THE INSIDE LINEBACKER TO THE SOLID SIDE IS IN THE CHARGE. SHOULD STRENGTH CHANGE, DUE TO CROSS MOTION OR CROSS SHIFT, THE INSIDE LINEBACKER TO THE ORIGINAL SOLID SIDE STAYS IN THE CHARGE. CHANGE IN STRENGTH DOES NOT CHANGE THE OVER CHARGE.

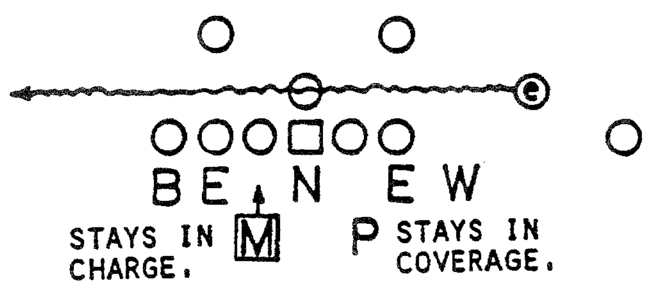
1. "Z" CROSS MOTION



2. "Y" CROSS SHIFT

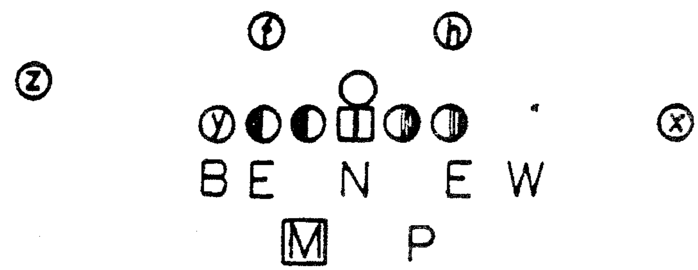


3. "E" CROSS MOTION

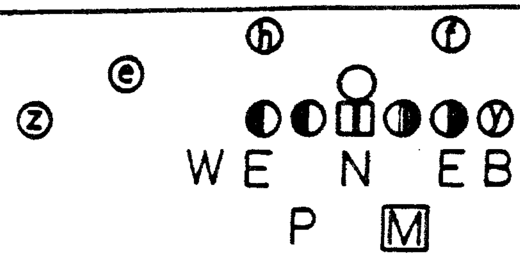


OVER INSIDE

RED LEFT



RED SLOT LEFT



BUCK: RETARD RELEASE OF "Y"; FILL VERSUS RUN (BY COVERAGE MAY BE IN LIGHTNING FORCE); PASS, IN COVERAGE.

SOLID END: BASE SOLID "C" GAP; PASS, RUSH AND CONTAIN.

MIKE: CONTROL SOLID "B" GAP (POSSIBLE "TOM" CALL); PASS, IN THE CHARGE (ALERT "MIX" SITUATION).

NOSE TACKLE: BASE TWO WAY READ, CONTROL SOLID AND FLEX "A" GAPS (ALERT "TOM" CALL); PASS, RUSH FLEX (WITH "TOM" CALL RUSH SOLID

PLUGGER: CONTROL FLEX "B" GAP; PASS, IN COVERAGE.

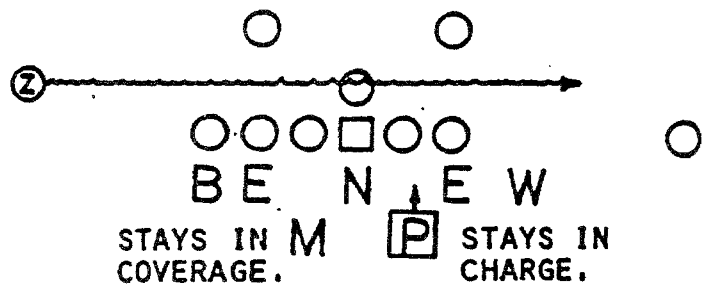
FLEX END: BASE CONTROL FLEX "C" GAP; PASS, RUSH AND CONTAIN.

WHIP: IF TO OPEN SIDE FORCE RUNS; PASS, IN COVERAGE.

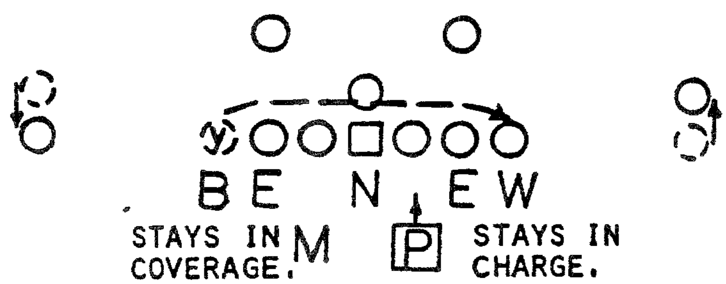
UNDER INSIDE CONCEPT

WHEN PLAYING UNDER INSIDE, THE INSIDE LINEBACKER TO THE FLEX SIDE IS IN THE CHARGE. SHOULD STRENGTH CHANGE, DUE TO CROSS MOTION OR CROSS SHIFT, THE INSIDE LINEBACKER TO THE ORIGINAL FLEX SIDE STAYS IN THE CHARGE. CHANGE IN STRENGTH DOES NOT CHANGE THE UNDER INSIDE CHARGE.

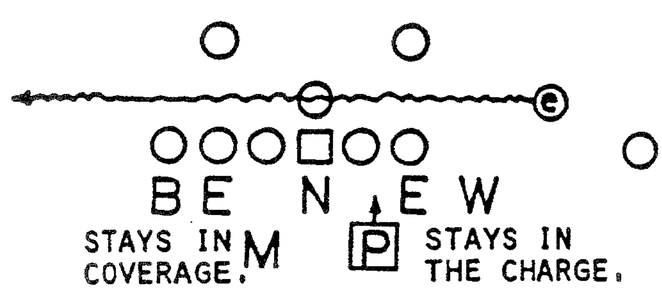
1. "Z" CROSS MOTION



2. "Y" CROSS SHIFT

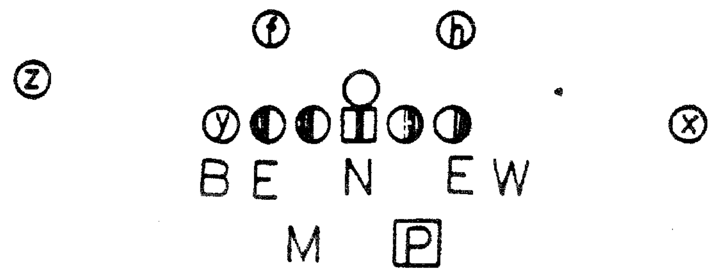


3. "E" CROSS MOTION

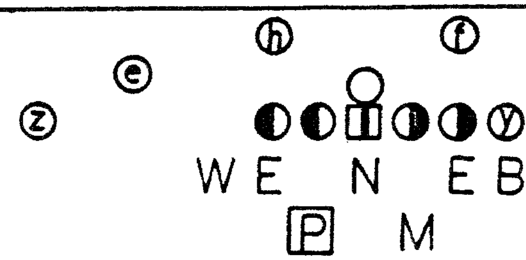


UNDER INSIDE

RED LEFT



RED SLOT LEFT



BUCK: FILL OR FORCE DEPENDING ON COVERAGE CALL.

SOLID END: BASE SOLID "C" GAP; PASS, RUSH AND CONTAIN.

MIKE: CONTROL SOLID "B" GAP; PASS, IN COVERAGE.

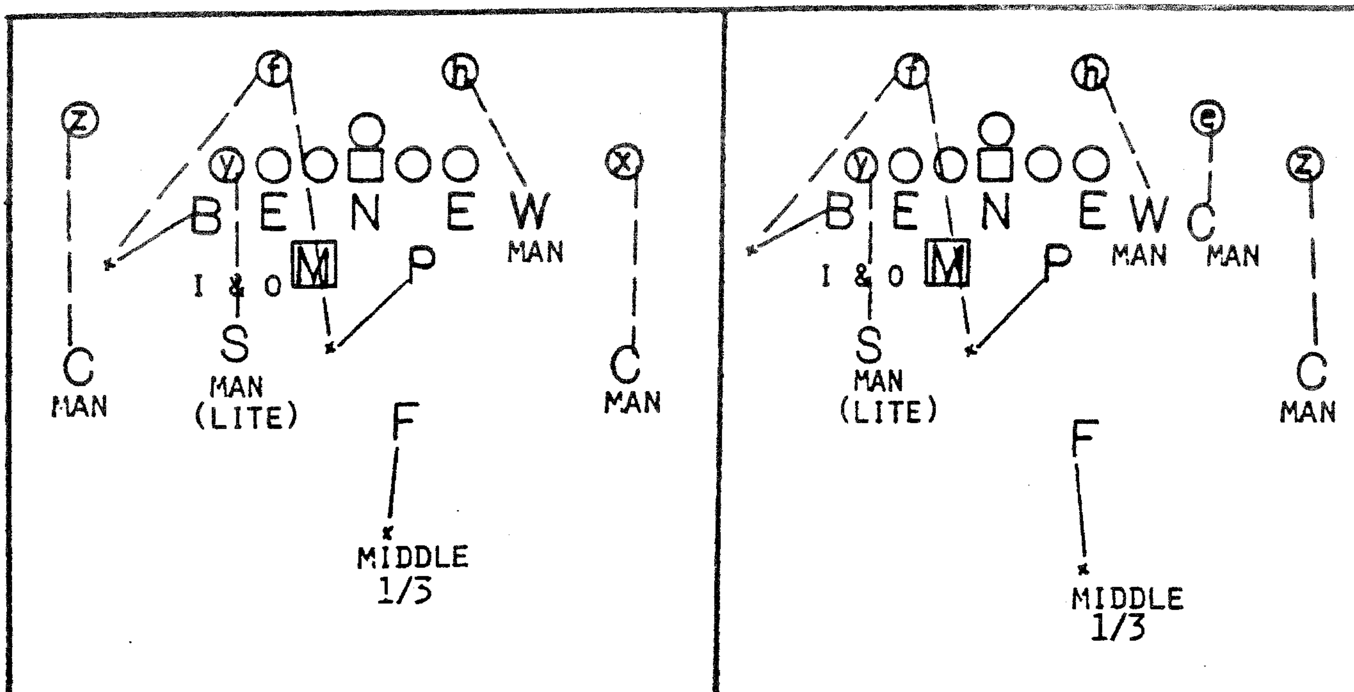
NOSE TACKLE: BASE TWO WAY READ, CONTROL SOLID AND FLEX "A" GAP; PASS, RUSH.

PLUGGER: CONTROL FLEX "B" GAP; PASS IN COVERAGE.

FLEX END: BASE FLEX "C" GAP; PASS, RUSH AND CONTAIN.

WHIP: IF TO OPEN SIDE FORCE RUNS; PASS, IN COVERAGE.

COVER 2 SARA



BUCK: LIGHTNING FORCE; 20 ACTION TAKE BACK SOLID ON OUTSIDE ROUTES; FUL FLOW SOLID TAKE NUMBER ONE; FULL FLOW FLEX ZONE OUTSIDE "Y" AND LOOK FOR CROSSERS; TAKE "Y" SLOW & "Y" FLAT; ALERT SWITCH-FRANK.

MIKE: WHEN IN COVERAGE: 20 ACTION TAKE BACK SOLID ON INSIDE ROUTES; FULL FLOW SOLID OR FLEX TAKE NUMBER TWO TO FLOW SIDE; ALERT SWITCH-FRANK.

PLUGGER: WHEN IN COVERAGE: 20 ACTION TAKE BACK SOLID ON INSIDE ROUTES; FULL FLOW SOLID OR FLEX TAKE NUMBER TWO TO FLOW SIDE; ALERT SWITCH-FRANK.

WHIP: MIKE OR PLUGGER IN CHARGE: 20 ACTION TAKE BACK OUT FLEX (INSIDE OR OUTSIDE OF THE TACKLE); FULL FLOW AWAY FREE UP & LOOK FOR CROSSERS; FULL FLOW FLEX, TAKE NUMBER/ONE; ALERT SWITCH-FRANK.

STRONG CORNER: MAN

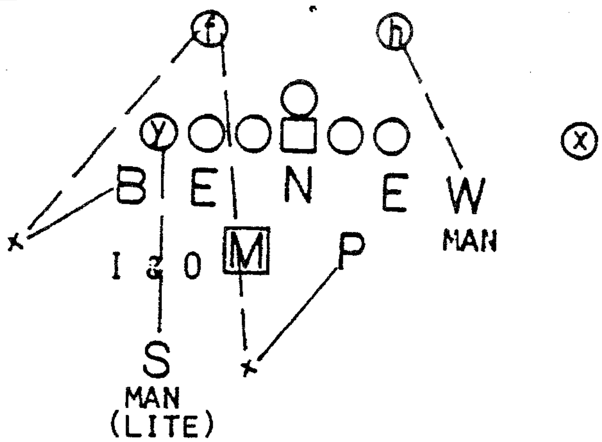
STRONG SAFETY: LIGHTNING FORCE; MAN "Y"; ALERT SWITCH-FRANK.

FREE SAFETY: DEFEND MIDDLE 1/3; ALERT SWITCH-FRANK.

WEAK CORNER: MAN

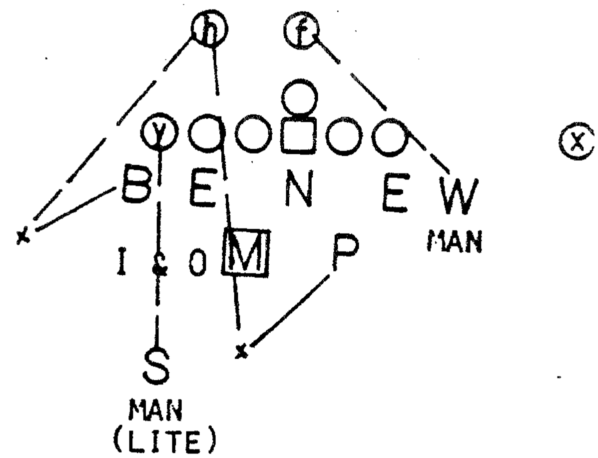
COVER 2 SARA / MIKE IN CHARGE

RED:



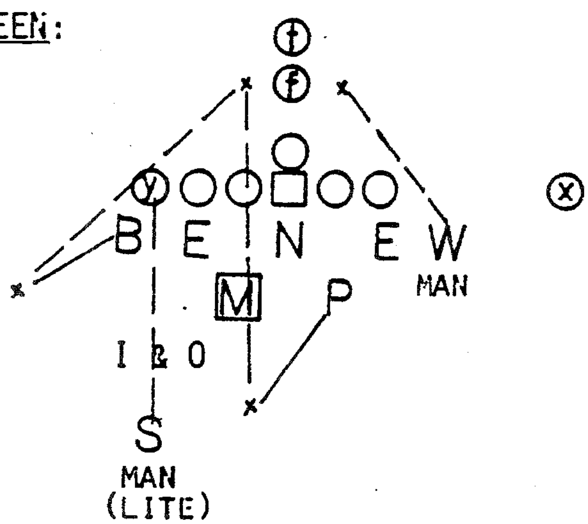
PLUGGER WORKS SOLID VERSUS 20 ACTION

BLUE:



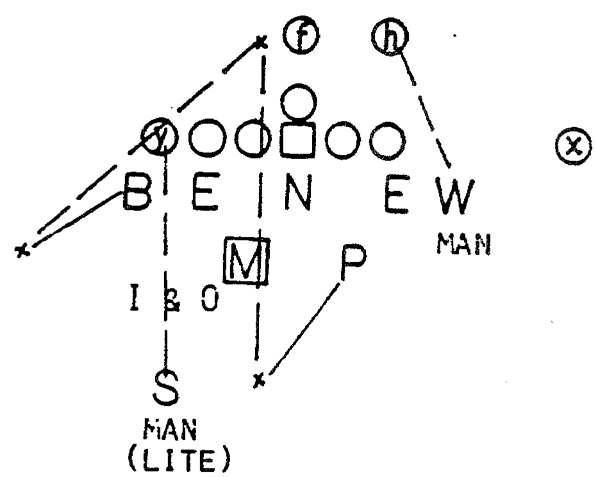
PLUGGER WORKS SOLID VERSUS 20 ACTI

GREEN:



PLUGGER WORKS SOLID VERSUS 20 ACTION

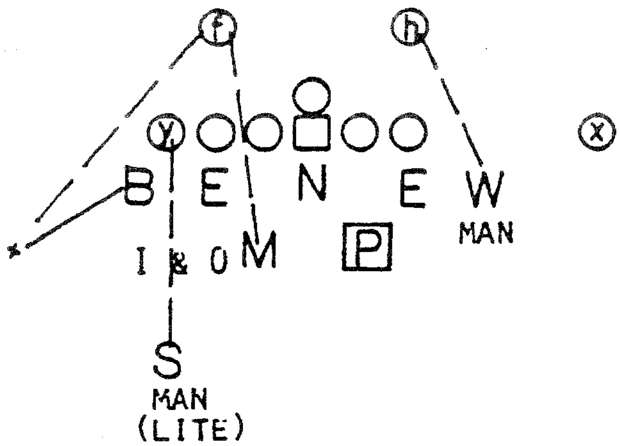
BROWN:



PLUGGER WORKS SOLID VERSUS 20 ACTIC

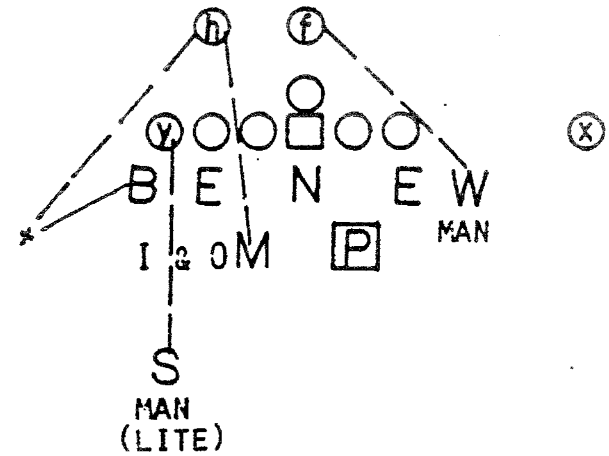
COVER 2 SARA / PLUGGER IN CHARGE

RED:



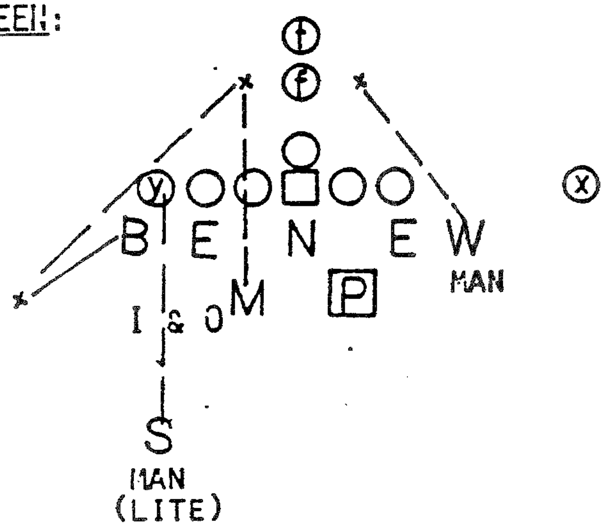
MIKE WORKS SOLID VERSUS 20 ACTION

BLUE:



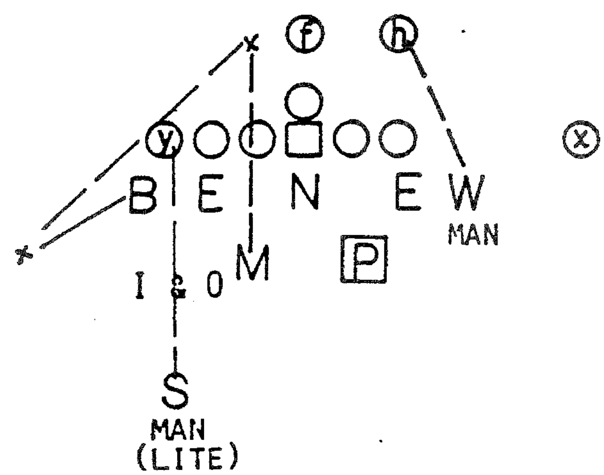
MIKE WORKS SOLID VERSUS 20 ACTION.

GREEN:



MIKE WORKS SOLID VERSUS 20 ACTION

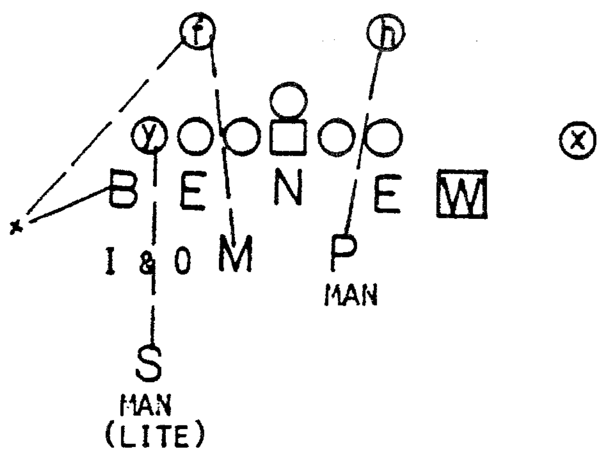
BROWN:



MIKE WORKS SOLID VERSUS 20 ACTION

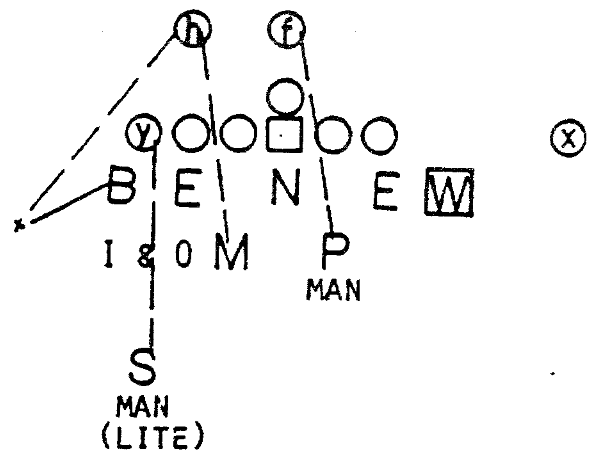
COVER 2 SARA / WHIP IN CHARGE

RED:



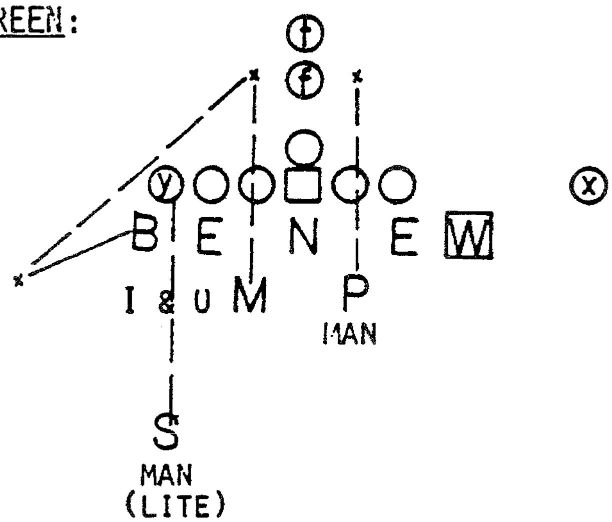
MIKE WORKS SOLID VERSUS 20 ACTION WHILE PLUGGER ASSUMES ROLE OF WHIP AND TAKES FIRST OUT FLEX.

BLUE:



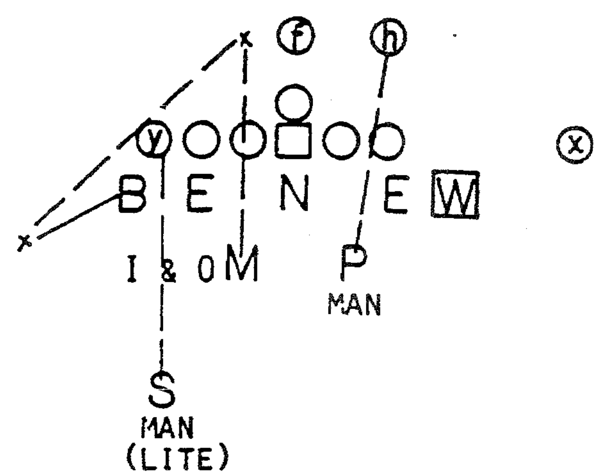
MIKE WORKS SOLID VERSUS 20 ACTION WHILE PLUGGER ASSUMES ROLE OF WHIP AND TAKES FIRST OUT FLEX.

GREEN:



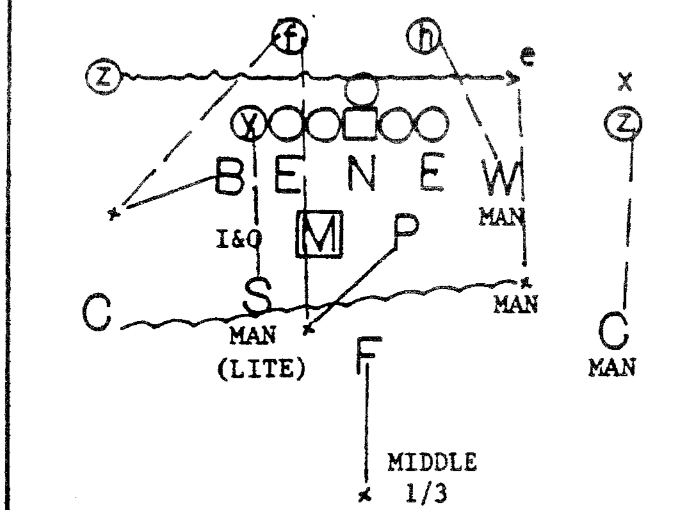
MIKE WORKS SOLID VERSUS 20 ACTION WHILE PLUGGER ASSUMES ROLE OF WHIP AND TAKES FIRST OUT FLEX.

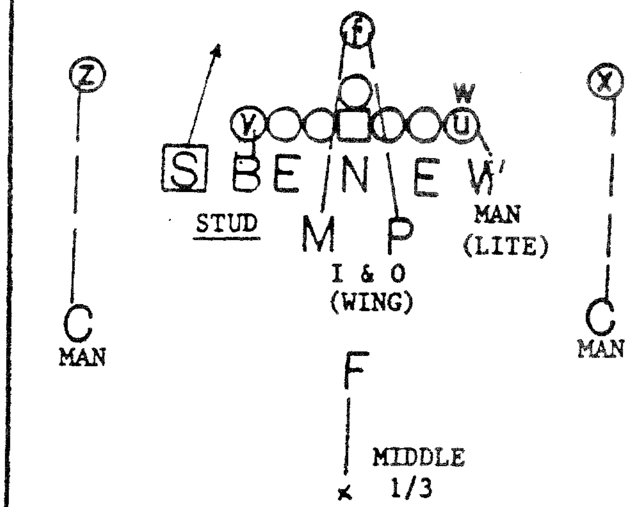
BROWN:



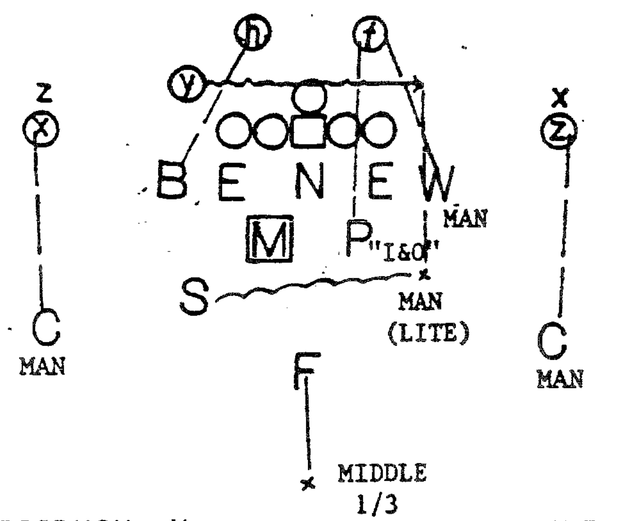
MIKE WORKS SOLID VERSUS 20 ACTION WHILE PLUGGER ASSUMES ROLE OF WHIP AND TAKES FIRST OUT FLEX.

COVER 2 SARA ADJUSTMENTS

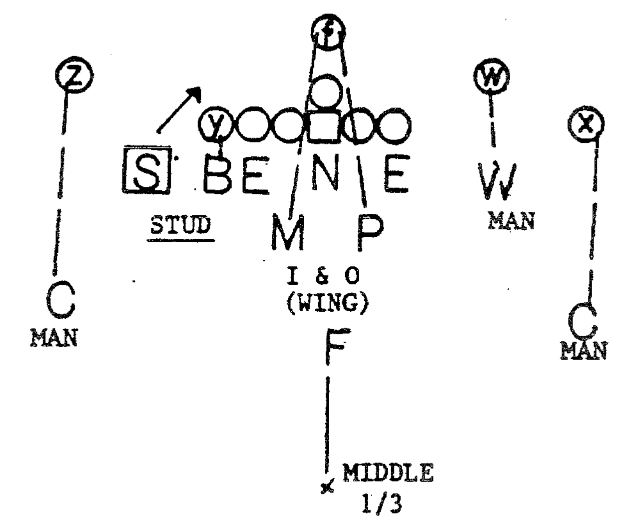




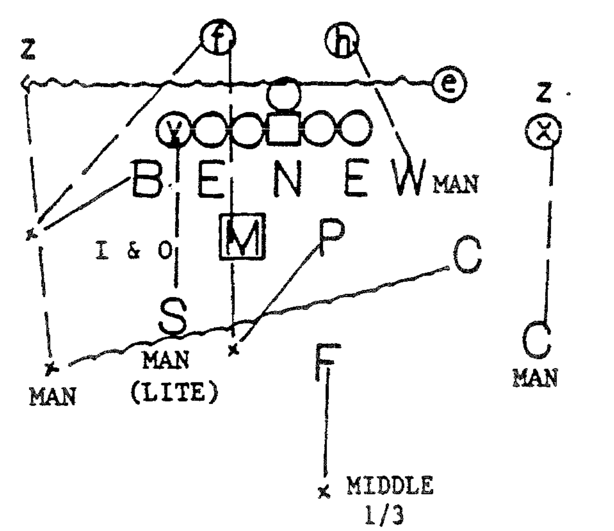
AUTO SWITCH-FRANK

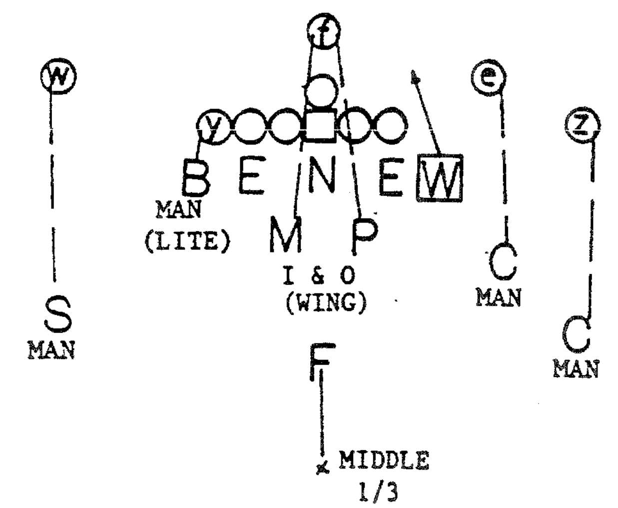


****BUCK: HAS HALFBACK BY HIMSELF, IN & OUTSIDE RELEASE



AUTO SWITCH-FRANK

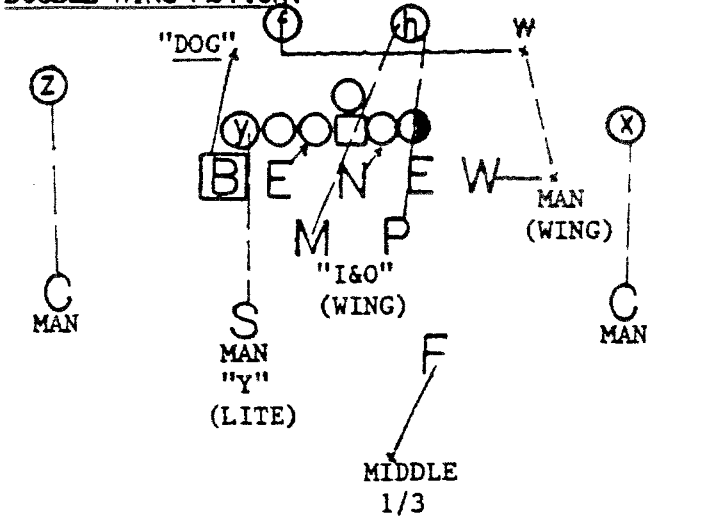




AUTO SWITCH-FRANK

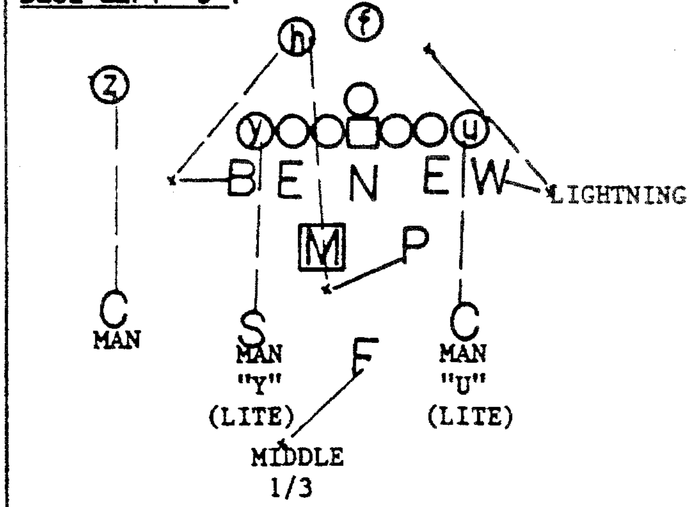
COVER 2 SARA ADJUSTMENTS

DOUBLE WING MOTION:

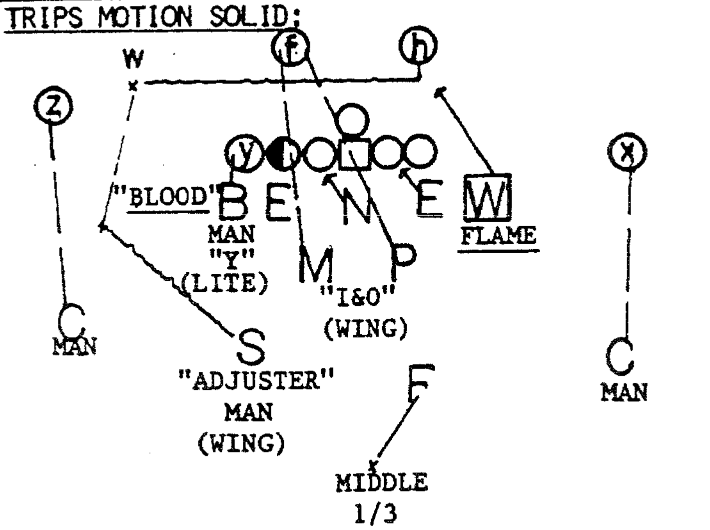


****AUTO "SWITCH/FRANK"

BLUE LEFT "U":

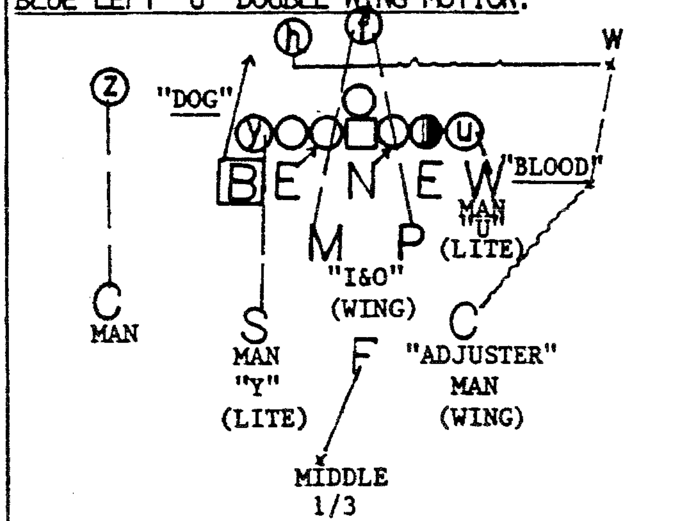


TRIPS MOTION SOLID:



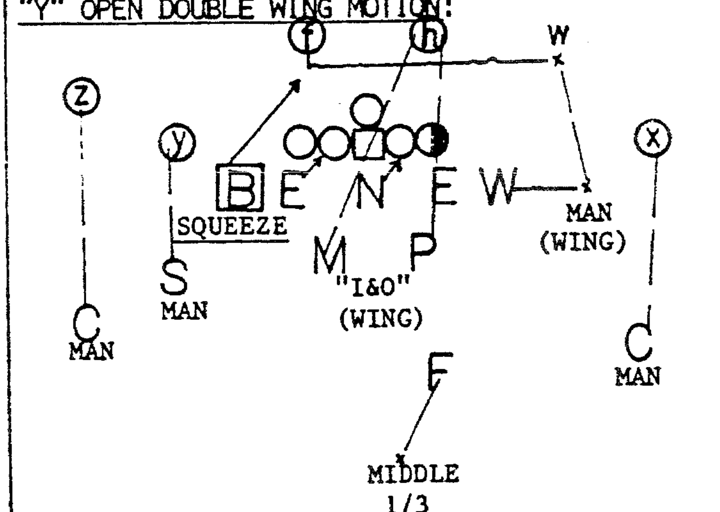
****AUTO "SWITCH/FRANK"

BLUE LEFT "U" DOUBLE WING MOTION:



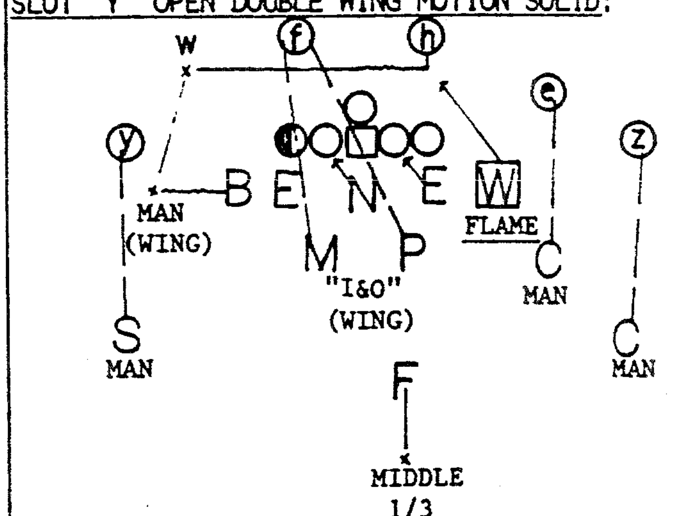
****AUTO "SWITCH/FRANK"

"Y" OPEN DOUBLE WING MOTION:



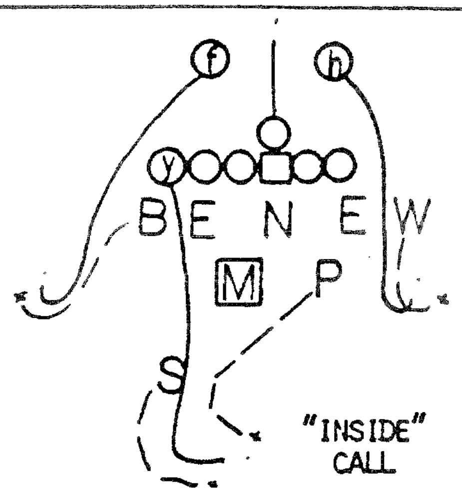
****AUTO "SWITCH/FRANK"

SLOT "Y" OPEN DOUBLE WING MOTION SOLID:

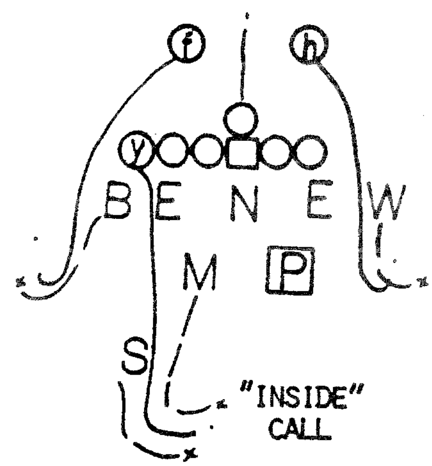


****AUTO "SWITCH/FRANK"

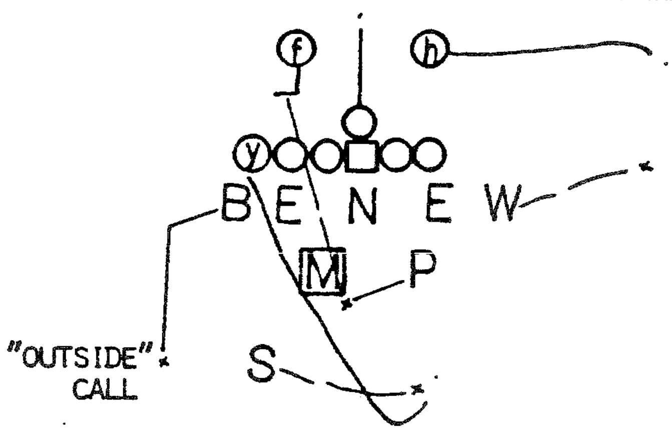
PATTERNS VERSUS MIKE/PLUGGER COVER 2/SARA



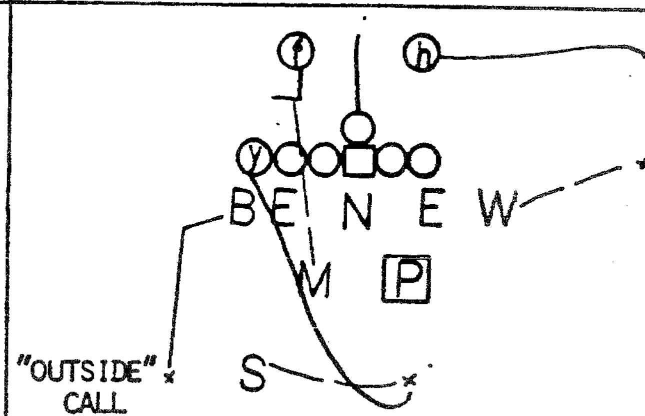
1. 20 ACTION



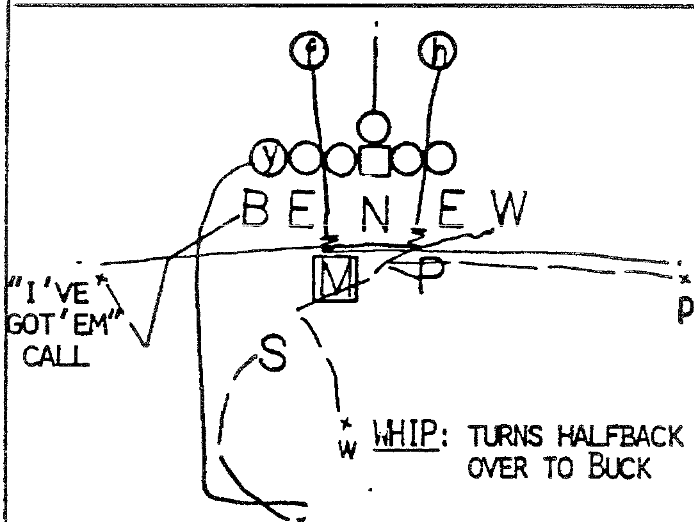
1A. 20 ACTION



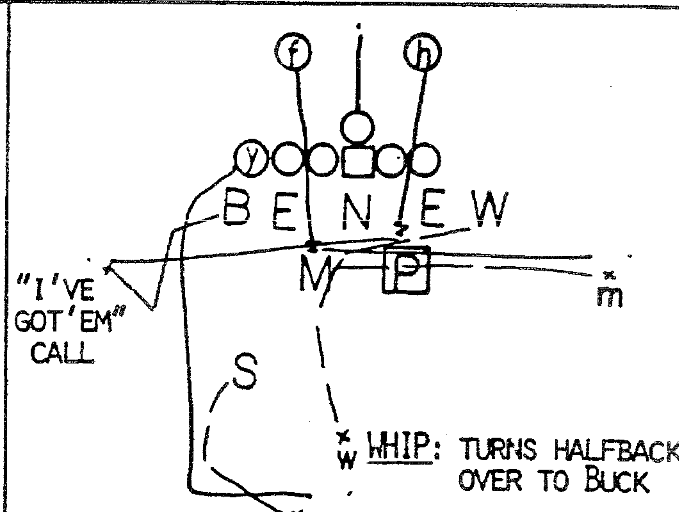
2. 20 ACTION



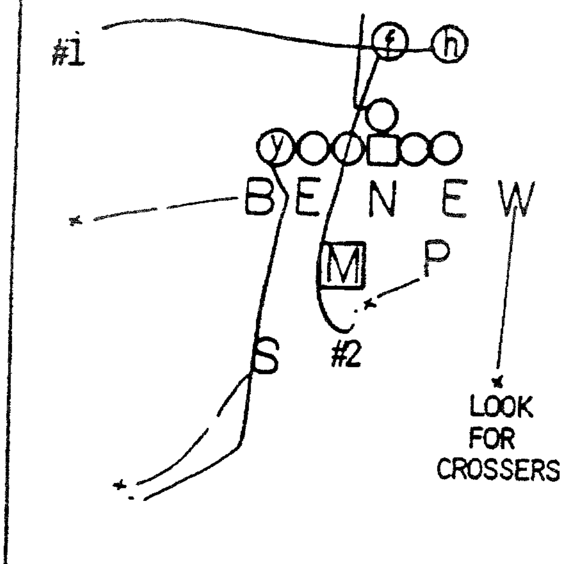
2A. 20 ACTION



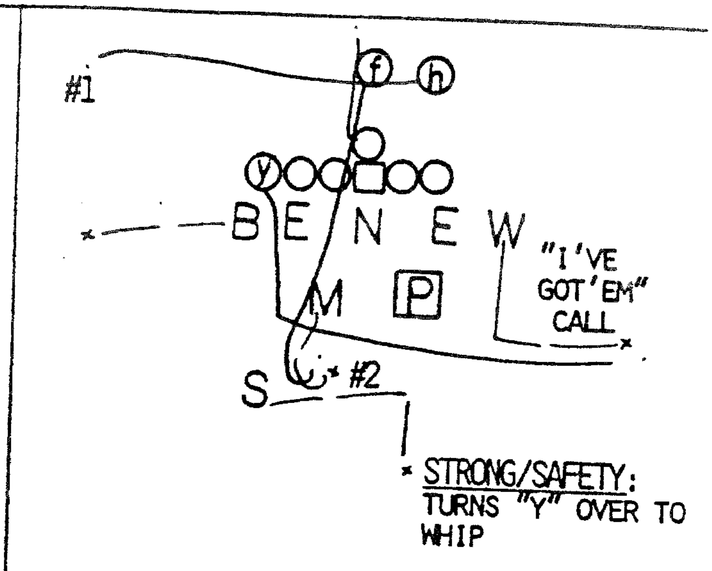
3. 20 ACTION (BACKS CROSS)



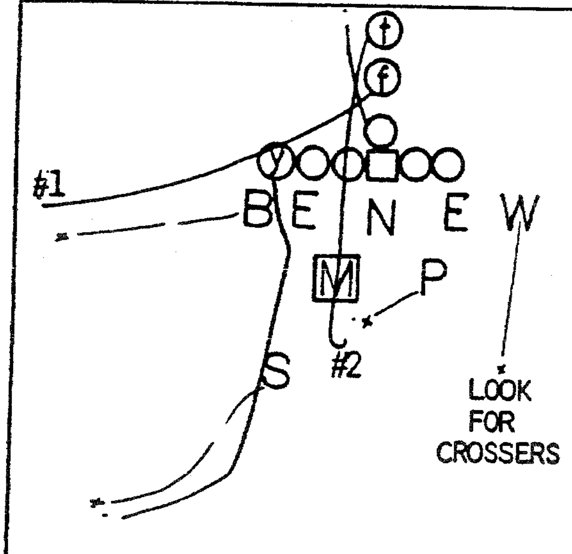
3A. 20 ACTION (BACKS CROSS)



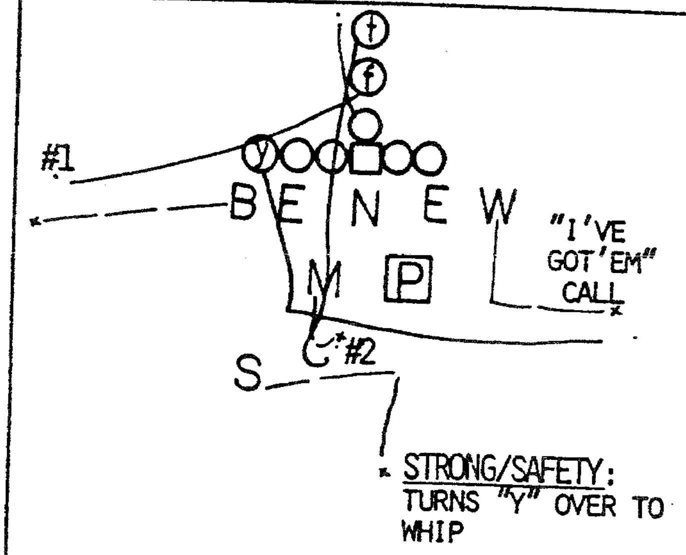
4. BROWN PLAY/PASS SOLID



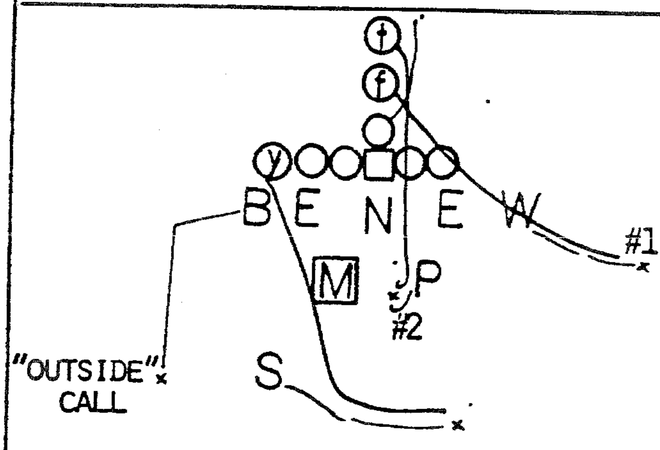
4A. BROWN PLAY/PASS SOLID



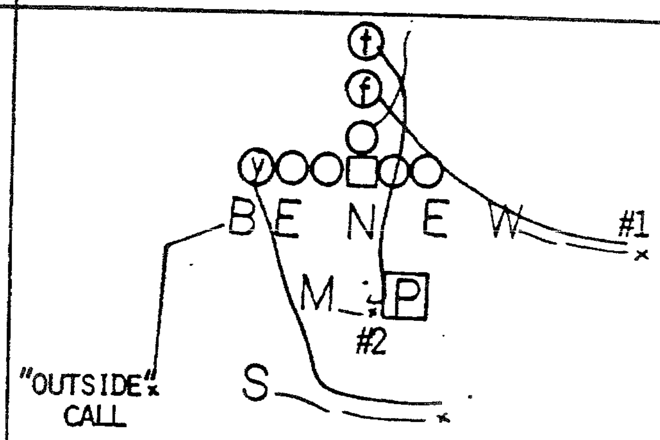
5. GREEN PLAY/PASS SOLID



5A. GREEN PLAY/PASS SOLID

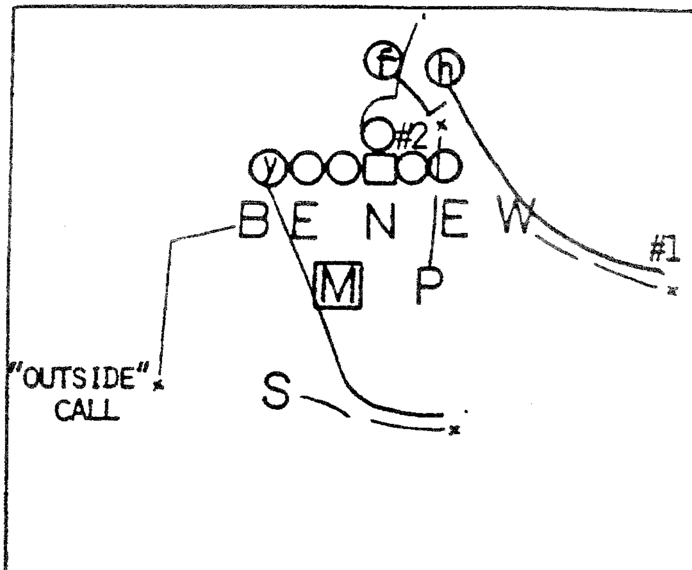


6. GREEN PLAY/PASS FLEX

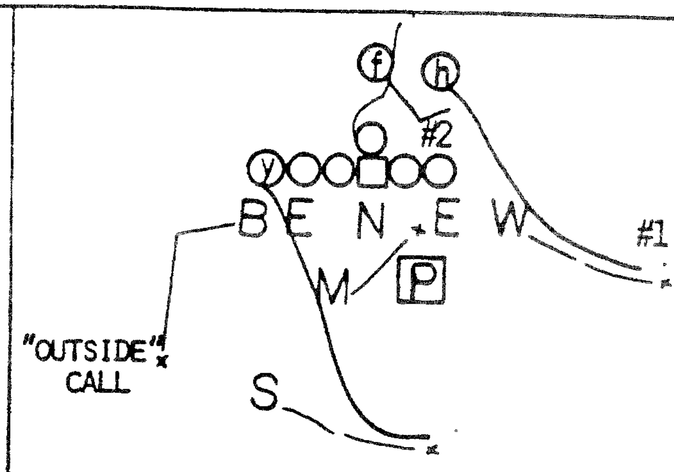


6A. GREEN PLAY/PASS FLEX

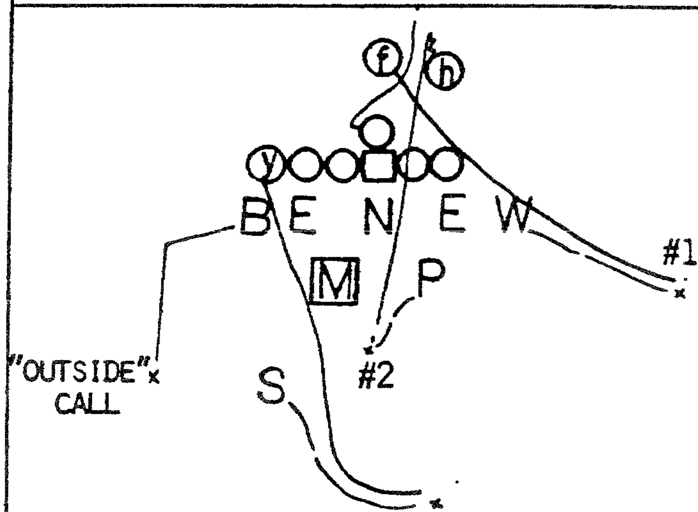
PATTERNS VERSUS MIKE/PLUGGER COVER 2/SARA



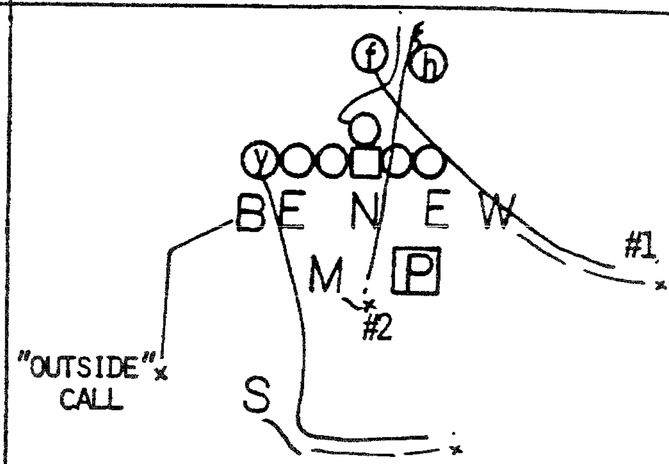
7. BROWN PLAY/PASS (60) FLEX



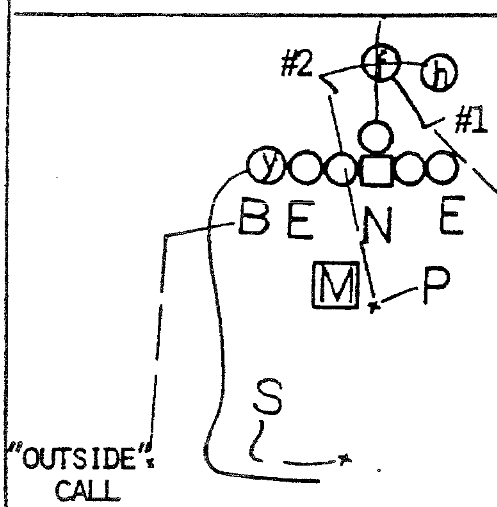
7A. BROWN PLAY/PASS (60) FLEX



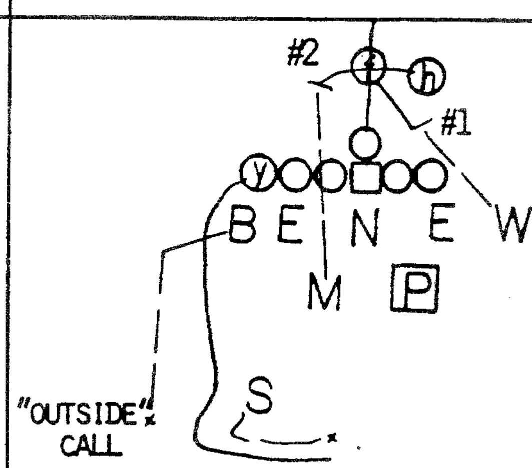
8. BROWN PLAY/PASS (LAG) FLEX



8A. BROWN PLAY/PASS (LAG) FLEX

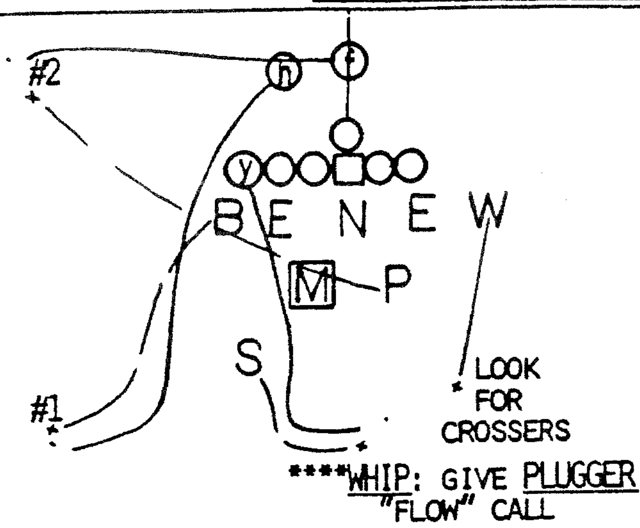


9. CROSS ACTION

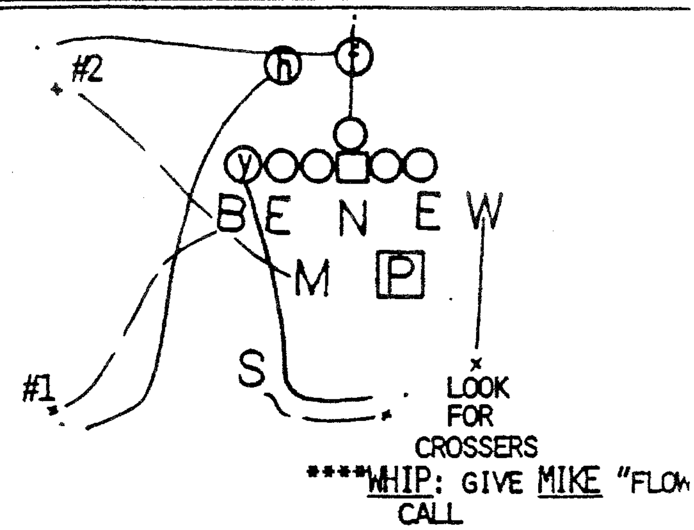


9A. CROSS ACTION

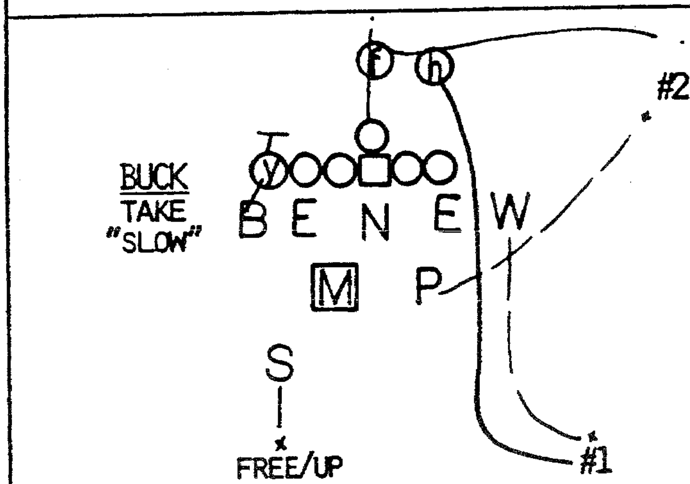
PATTERNS VERSUS MIKE/PLUGGER COVER 2/SARA



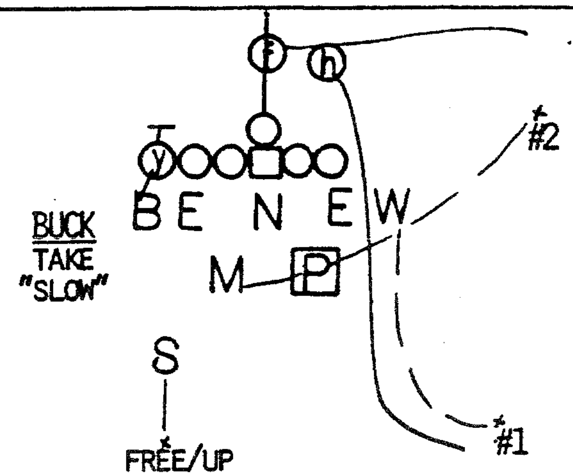
10. FULL/FLOW SOLID



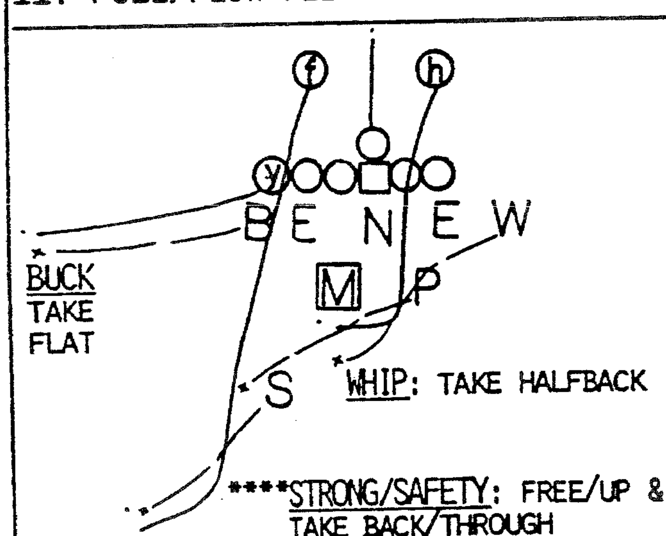
10A. FULL/FLOW SOLID



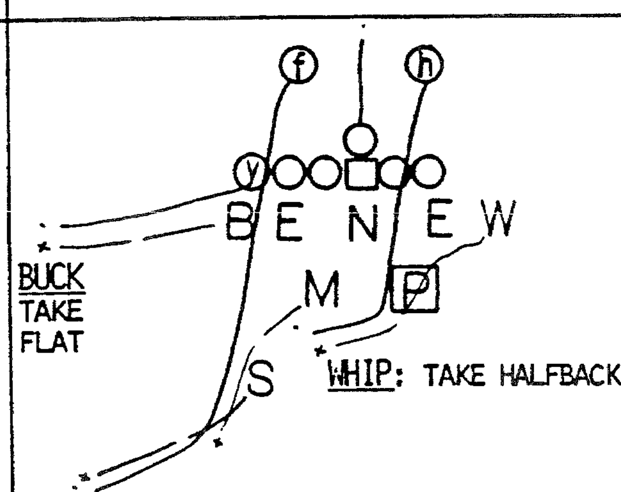
11. FULL/FLOW FLEX



11A. FULL/FLOW FLEX



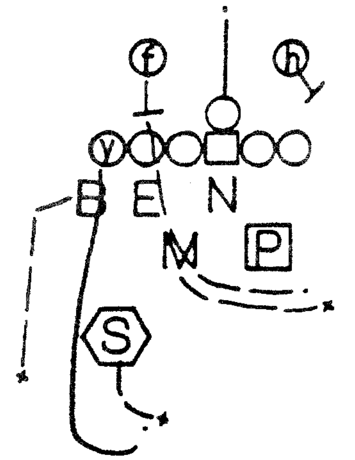
12. "Y" FLAT/FULLBACK THROUGH



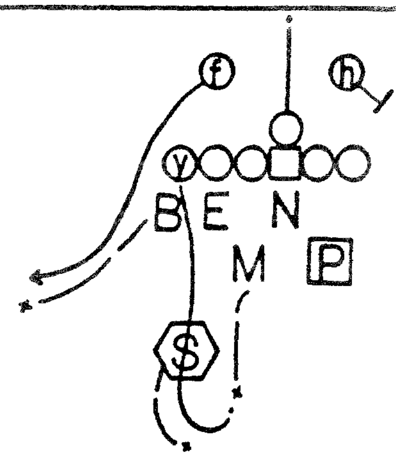
12A. "Y" FLAT/FULLBACK THROUGH

COVER 2 SARA

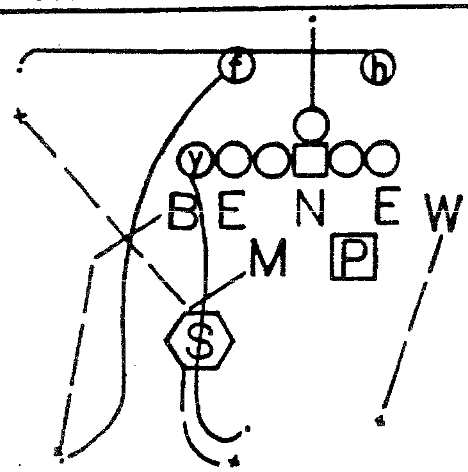
STRONG SAFETY AND LINEBACKER COVERAGE



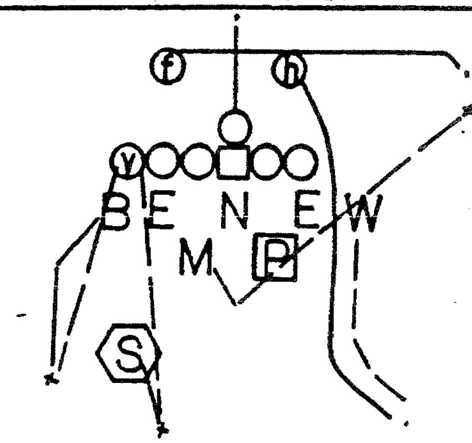
1. 20 ACTION, WITH FULLBACKS PATTERN INSIDE, BUCK WILL HELP STRONG SAFETY ON OUTSIDE.



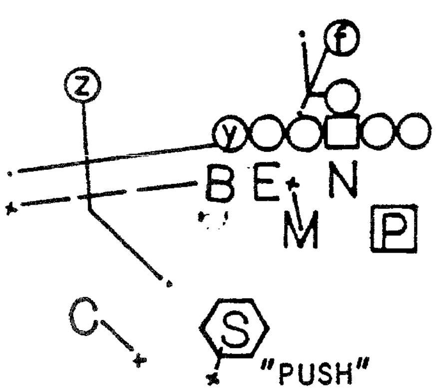
2. 20 ACTION, WITH FULLBACKS PATTERN OUTSIDE, MIKE WILL HELP STRONG SAFETY INSIDE.



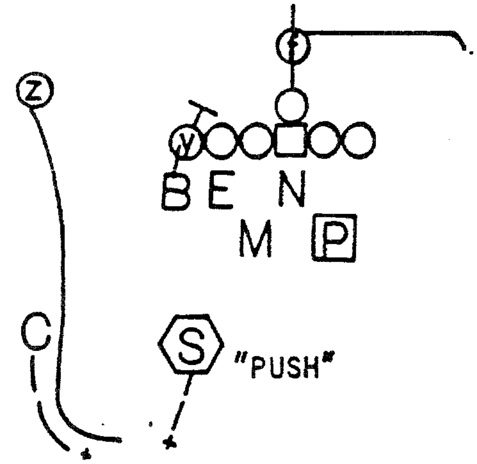
3. FULL FLOW SOLID, THE STRONG SAFETIES HELP WILL COME FROM THE PLUGGER INSIDE.



4. FULL FLOW FLEX, THE STRONG SAFETIES HELP WILL COME FROM THE BUCK OUTSIDE.

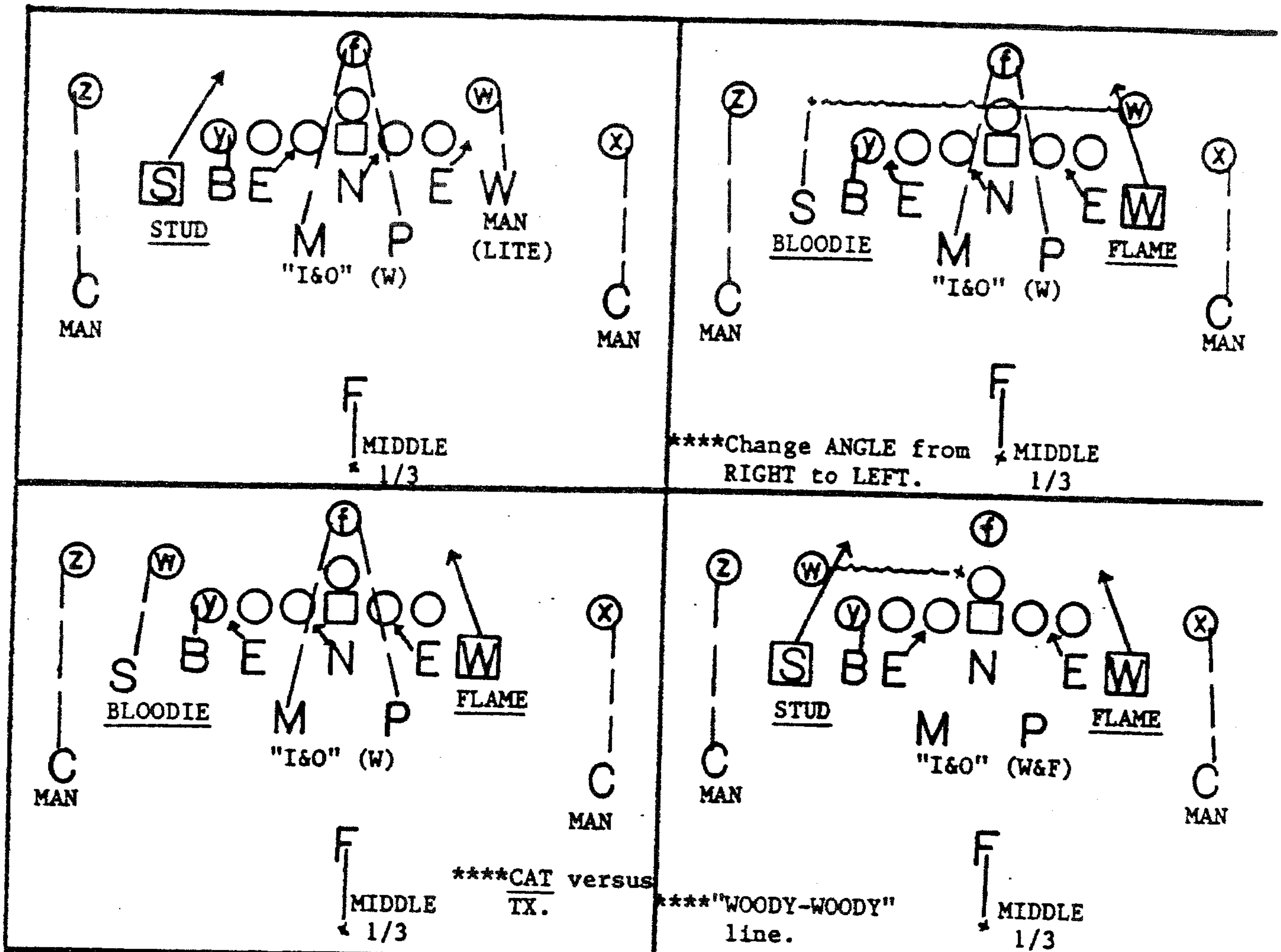


5. "Y" FLAT OUT, STRONG SAFETY LOOK TO HELP VERSUS "Z" PATTERNS.



6. BUCK WILL TAKE "Y" SLOW, STRONG SAFETY LOOK TO HELP VERSUS "Z" PATTERNS.

SWITCH FRANK



LINEMEN: ANGLE TO WING; IF BALL SNAPPED WITH "WING" IN THE BACKFIELD, "WOODY-WOODY".

BUCK: PLAY STUD OR BLOOD AS CALLED.

MIKE: "I & O" REMAINING BACK TO WING; IF WING IN BACKFIELD, "I & O" REMAINING BACK AND WING WITH PLUGGER.

PLUGGER: "I & O" REMAINING BACK TO WING; IF WING IN BACKFIELD, "I & O" REMAINING BACK AND WING WITH MIKE.

WHIP: MAN COVER WING FLEX (LITE); IF WING SOLID, FLAME (ALERT CAT CALL VERSUS TX).

STRONG SAFETY: WING FLEX, STUD; WING SOLID, BLOOD.

FREE SAFETY: DEFEND MIDDLE 1/3.

CORNERS: COVER 2 MAN COVERAGE; VERSUS TX AND WING SOLID, CAT; VERSUS TX AND WING FLEX, BLOOD.

UNDER SLIDE COVER FINCH (WORM)

1- BUCK (EL) ALIGN FLEX AND HAWK/EAGLE

2- PLUGGER ALIGN FLEX AND EAGLE; ALERT HOOK & THRU VERSUS "SOUTH/ CLOUD"; "PAM" VERSUS FLANKER/TRIPS

3- MIKE ALIGN OVER CENTER; "PAM" VERSUS FLANKER/TRIPS

4- LINE SLIDE SOLID; NOSE AND FLEX/END ALIGN OVER GUARDS

5- FREE SAFETY ALIGN FLEX AND SKY TWO/RECEIVERS AND SOUTH/CLOUD ONE/RECEIVER

6- WHIP ALIGN SOLID; "OVER" VERSUS FLANKER FORMATIONS (WIDEN VERSUS FLANKER "Y" OPEN AND TRIPS/MOTION/OPEN); "COMET" VERSUS SLOT FORMATIONS

7- CORNERS ALIGN LEFT/RIGHT AND STAY AT HOME; FLANKER, PLAY "OVER" (READ VERSUS DOUBLE/WING); OPPOSITE FLANKER, "CLOUD/SOUTH" (ALERT READ/ROLL WHEN GIVEN A SKY CALL BY FREE SAFETY); OPPOSITE SLOT, "COMET"

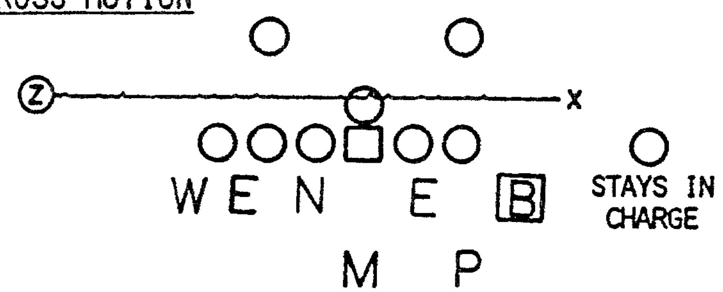
****8- ALIGNED/OPEN/FLANKER/TRIPS: "SALLY"

****9- CAN BE PLAYED WITH COVERS 43/93/3 SPECIAL TOO

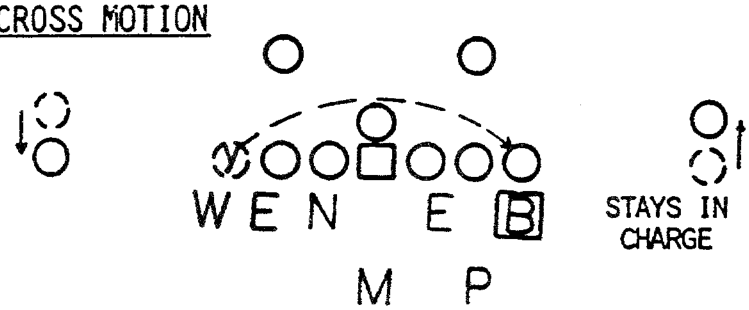
UNDER SLIDE CONCEPT

WHEN PLAYING UNDER SLIDE, BUCK AND PLUGGER ALIGN IN AN EAGLE/HAWK POSITION AND MIKE ALIGNS AS A MIDDLE/LINEBACKER. THE LINE SLIDE TO THE SOLID SIDE. BUCK STAYS IN THE CHARGE REGARDLESS OF THE FORMATION.

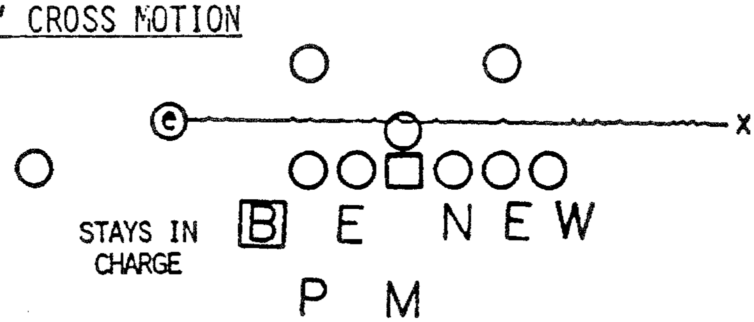
1. "Z" CROSS MOTION



2. "Y" CROSS MOTION

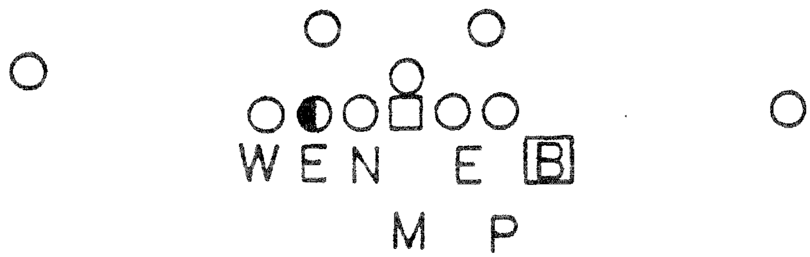


3. "E" CROSS MOTION

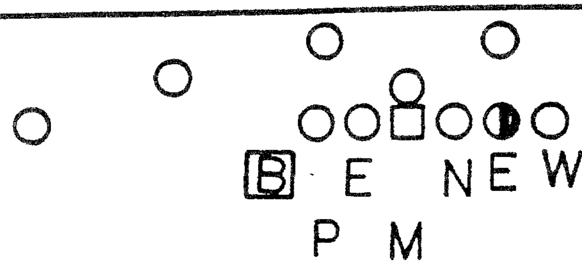


UNDER SLIDE (WORM)

RED LEFT



RED SLOT LEFT



BUCK: ALIGN FLEX AND PLAY EAGLE; PASS, RUSH AND CONTAIN.

SOLID END: BASE CONTROL SOLID "C" GAP; PASS, RUSH AND CONTAIN.

MIKE: ALIGN TO CENTER AND BASE TWO WAY READ, CONTROL SOLID AND FLEX "A GAPS; VERSUS FLANKER/TRIPS "PAM"; PASS, IN COVERAGE.

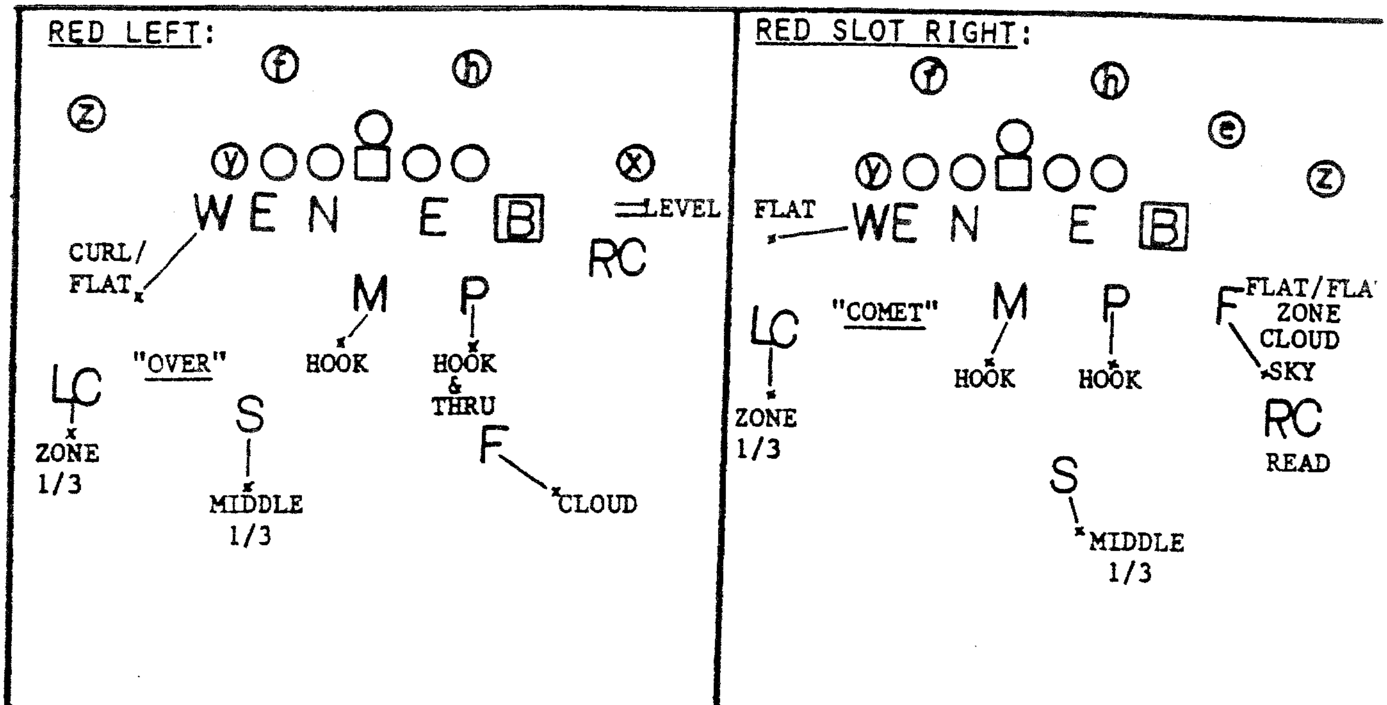
NOSE TACKLE: ALIGN OUTSIDE EDGE SOLID GUARD AND CONTROL SOLID "B" GAP; PASS, RUSH.

PLUGGER: ALIGN TO FLEX TACKLE AND PLAY "FLAME" VERSUS RUN; VERSUS FLANKER/TRIPS "PAM"; PASS, IN COVERAGE.

FLEX END: ALIGN OUTSIDE EDGE FLEX GUARD AND CONTROL FLEX "B" GAP; PASS RUSH.

WHIP: ALIGN SOLID AND FILL OR FORCE DEPENDENT ON COVERAGE; ALERT "OVER" SITUATIONS; PASS, IN COVERAGE.

WORM COVER FINCH



BUCK: EAGLE FLEX.

MIKE: DEFEND THE SOLID/HOOK.

PLUGGER: HAWK FLEX; DEFEND THE HOOK AND ALERT HOOK & THRU WHEN SOUTH/CLOUD.

WHIP: ALIGN SOLID; FLANKER, PLAY OVER (DOUBLE/WING ALERT BUZZ); SLOT, PLAY COMET.

LEFT CORNER: FLANKER LEFT AND SLOT RIGHT DEFEND THE ZONE 1/3; FLANKER RIGHT, ALERT CLOUD; SLOT LEFT, PLAY READ

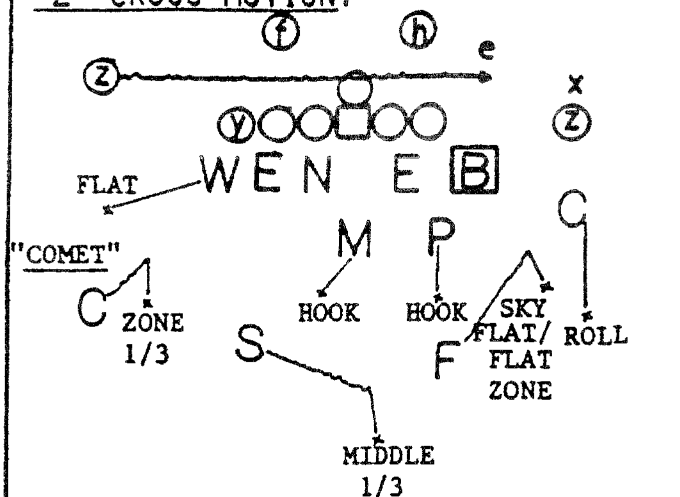
STRONG SAFETY: ALIGN SOLID AND DEFEND THE MIDDLE 1/3; ALERT "OVER" SITUATIONS.

FREE SAFETY: ALIGN FLEX; FLANKER, CLOUD (SKY/SUN OPEN/DOUBLE/WING FORMATIONS); SLOT FLAT/FLAT, ZONE, CLOUD

RIGHT CORNER: FLANKER RIGHT AND SLOT LEFT DEFEND THE ZONE 1/3; FLANKER LEFT, ALERT CLOUD; SLOT RIGHT, PLAY READ

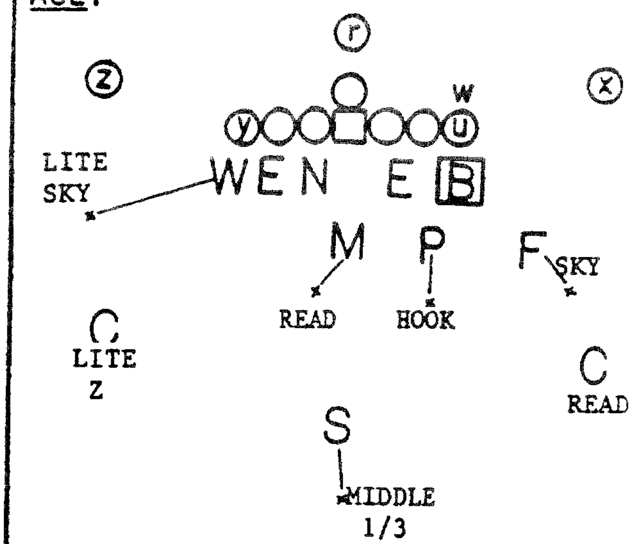
(WORM)
UNDER SLIDE COVER FINCH ADJUSTMENTS

"Z" CROSS MOTION:

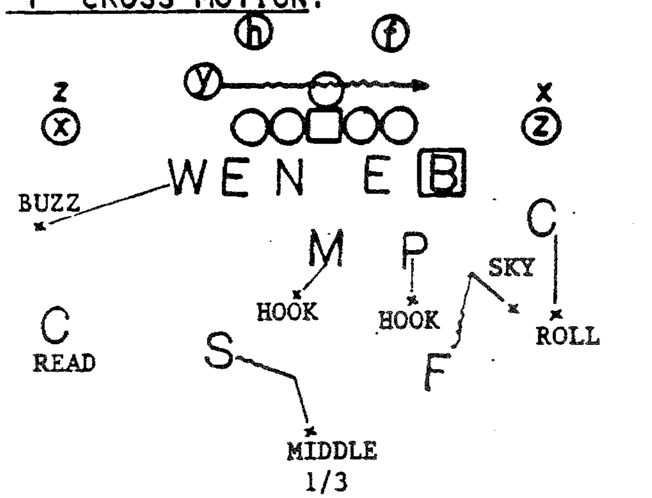


****FREE SAFETY ADJUST FROM CLOUD TO SKY.

ACE:

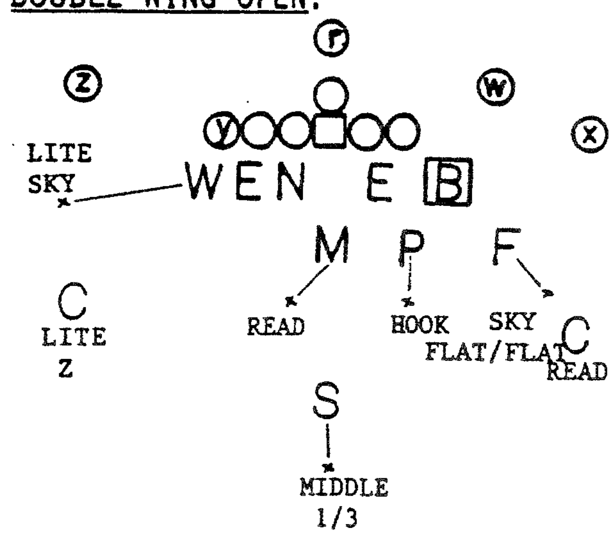


"Y" CROSS MOTION:

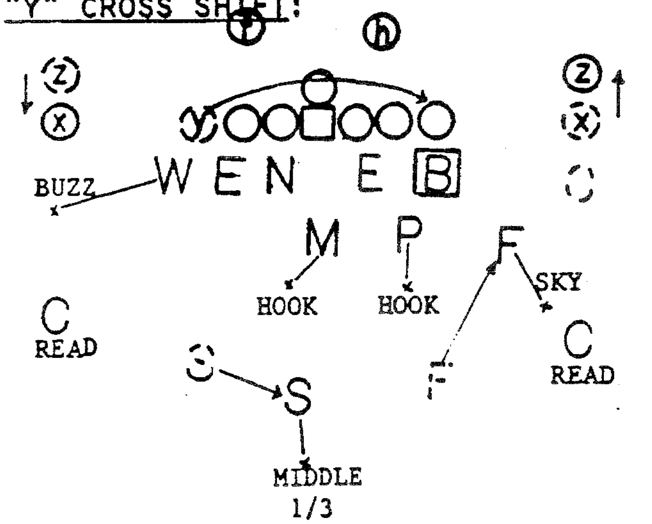


****FREE SAFETY ADJUST FROM CLOUD TO SKY.

DOUBLE WING OPEN:

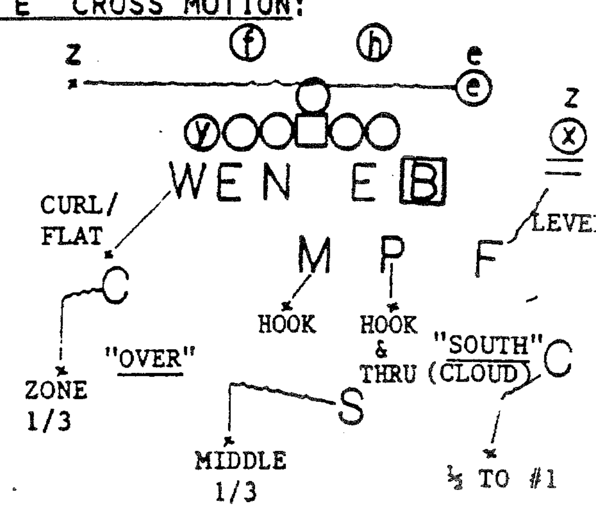


"Y" CROSS SHIFT:



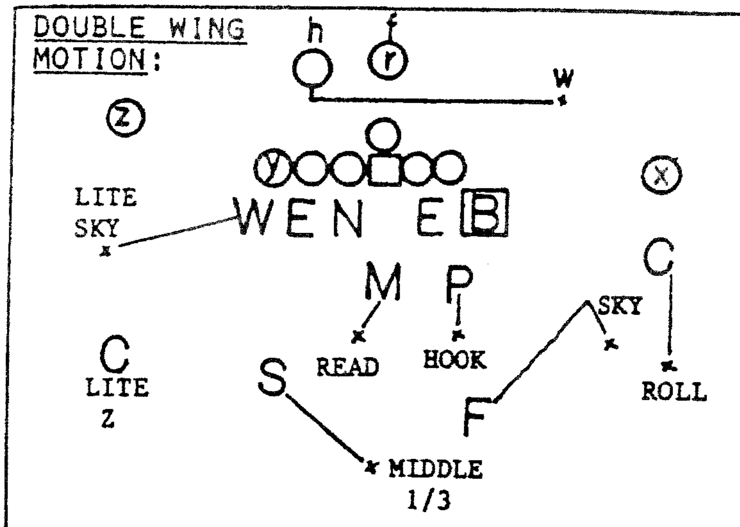
****FREE SAFETY ADJUST FROM CLOUD TO SKY.

"E" CROSS MOTION:

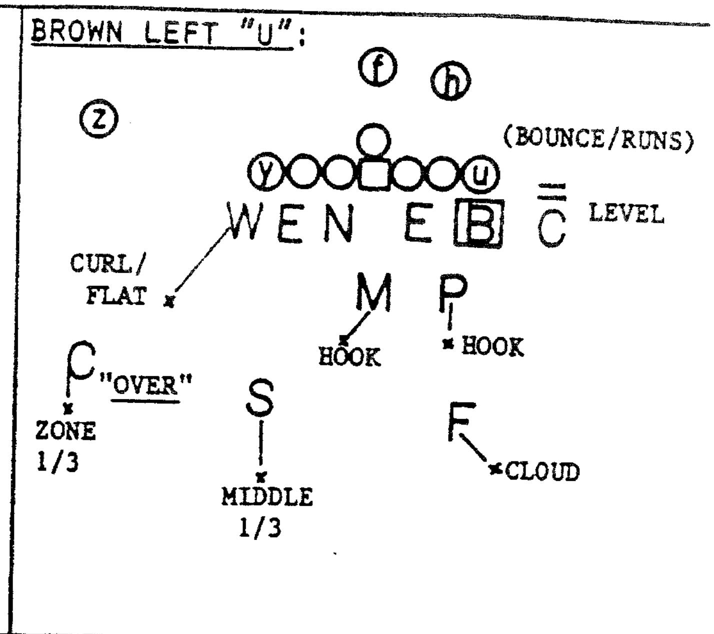


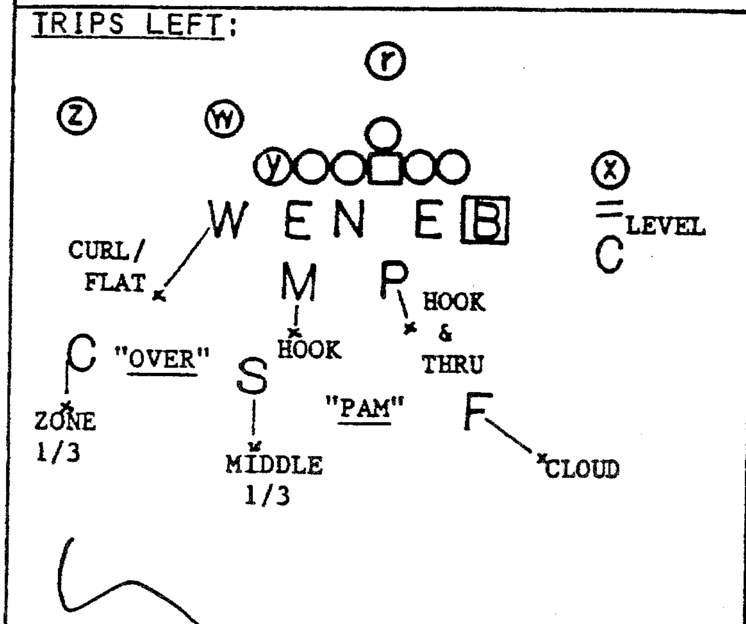
(WORM)

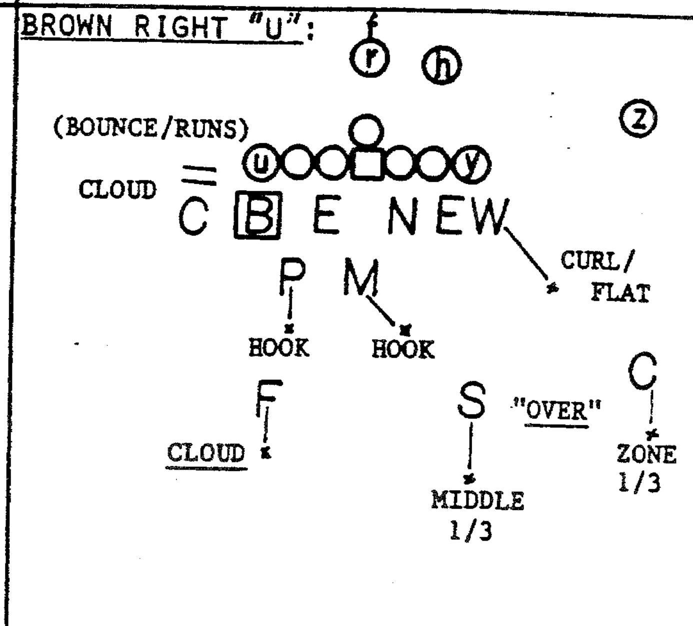
UNDER SLIDE COVER FINCH ADJUSTMENTS

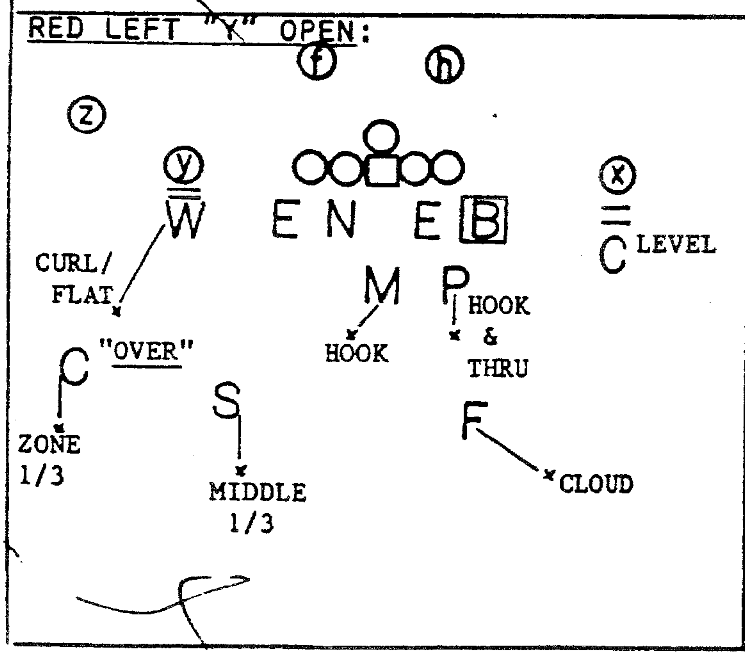


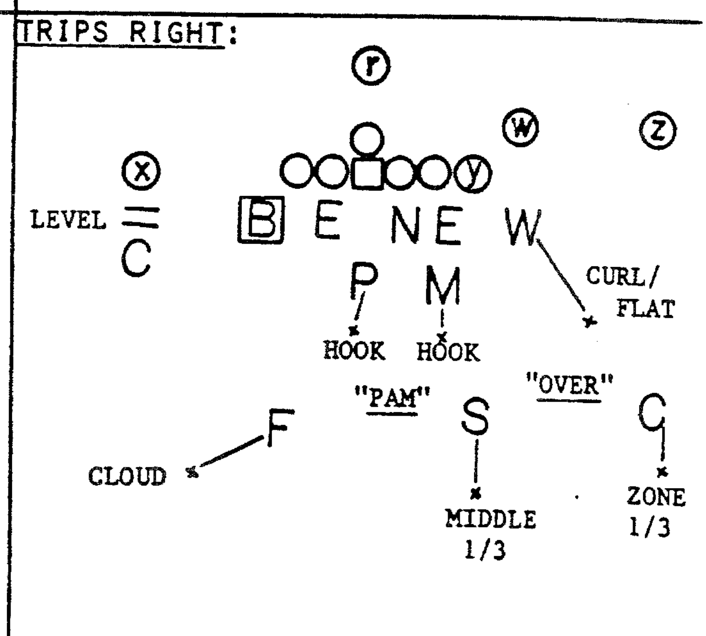
****FREE SAFETY ADJUST FROM CLOUD TO SKY.











HAWK COVER SNIPE (BIRDIE)

1 - HAWK SOLID; (ELEPHANT) "C" GAP CONTROL

2 - PLUGGER ALERT FILL VERSUS RUNS SOLID AND CONTROL THE SOLID/SIDE "A" GAP VERSUS RUNS AWAY

3 - PLUGGER ALERT HOOK & THRU WHEN A "CLOUD" CALL IS MADE

4 - WHIP BUZZ WHEN SET OPPOSITE A FLANKER;OVER VERSUS SLOT; PLAY "OVER" VERSUS "Y" CROSS MOTION/SHIFT TO

****5 - WHEN WHIP IS IN "WALK/AWAY" MAKE "FROG" CALL TO NOSE (NOSE THEN CHEAT/RAM TO FLEX/SIDE); MAY ALSO USE "TOAD" CALL TO SLANT NOSE AND SOLID END

6 - STRONG SAFETY ALIGN SOLID; SKY VERSUS FLANKER; LEVEL WHEN OPPOSITE A SLOT; CLOUD VERSUS "Y" CROSS SHIFT/MOTION OR SLOT "Y" OPEN (COULD CLOUD TOO)

7 - FREE SAFETY DEFEND THE MIDDLE 1/3; VERSUS "Y" CROSS MOTION/SHIFT OR SLOT PLAY "OVER"

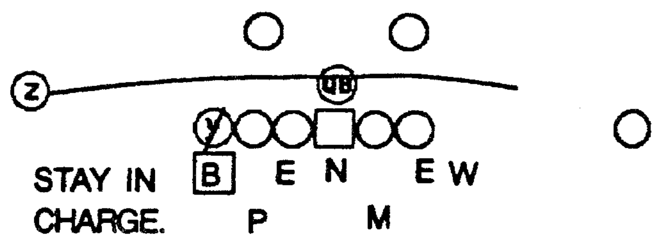
8 - CORNERS ALIGN LEFT/RIGHT: VERSUS A WIDE RECEIVER (OPEN) PLAY READ/TECHNIQUE ("LIGHTNING/ZEBRA" VERSUS WING TO OLB); ALERT OVER" SITUATIONS

****9 - VERSUS "Y" CROSS MOTION/SHIFT NOSE CHEAT TO NEW SOLID SIDE (WE ARE NOW IN EAGLE DEFENSE)

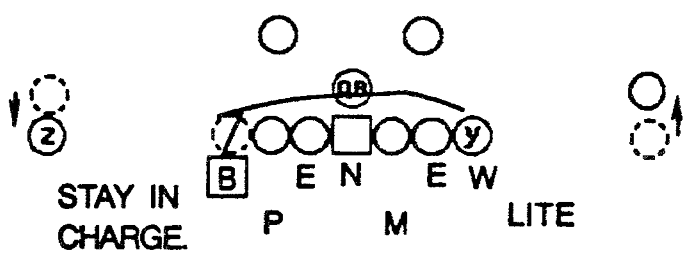
HAWK CONCEPT

WHEN PLAYING HAWK, THE OUTSIDE LINEBACKER TO THE SOLID SIDE IS IN THE CHARGE. SHOULD STRENGTH CHANGE, DUE TO CROSS MOTION OR CROSS SHIFT, THE OUTSIDE LINEBACKER TO THE ORIGINAL SOLID SIDE STAYS IN THE CHARGE. CHANGE IN STRENGTH DOES NOT CHANGE THE HAWK.

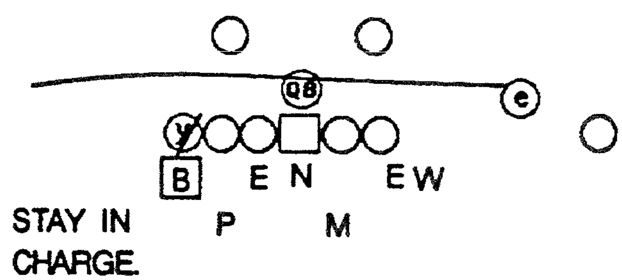
1. **"Z" CROSS MOTION**



2. "Y" CROSS SHIFT

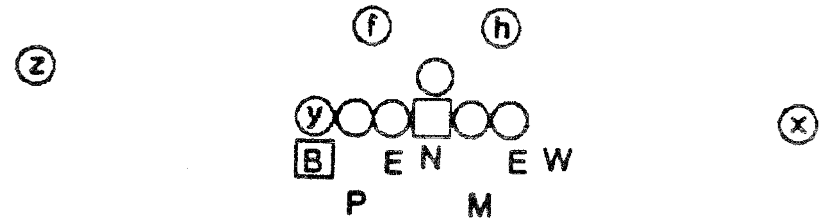


3. "E" CROSS MOTION

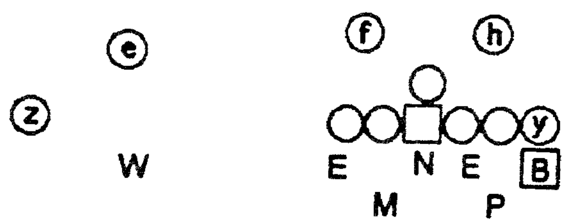


RED LEFT

HAWK



RED SLOT LEFT



BUCK: ELEPHANT "C" GAP CONTROL; PASS, RUSH AND CONTAIN.

SOLID END: ALIGN OUTSIDE EDGE SOLID GUARD AND CONTROL SOLID "B" GAP; PASS, RUSH

MIKE: RUN TO, CONTROL FLEX "B" GAP; RUN AWAY, FLEX "A" GAP; PASS, IN COVERAGE.

NOSE TACKLE: CONTROL FLEX "A" GAP; PASS, RUSH FLEX

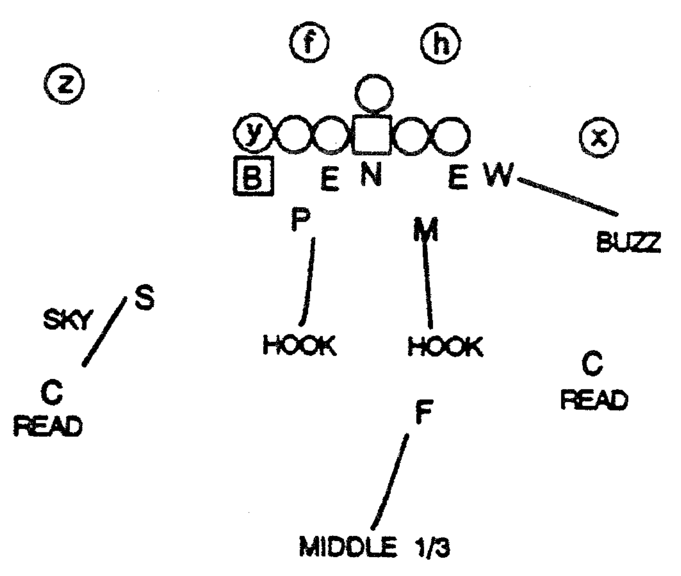
PLUGGER: VERSUS RUN TO, FILL; RUN AWAY SCRAPE SOLID "A" GAP; PASS IN COVERAGE

FLEX END: BASE CONTROL FLEX "C" GAP; PASS RUSH AND CONTAIN.

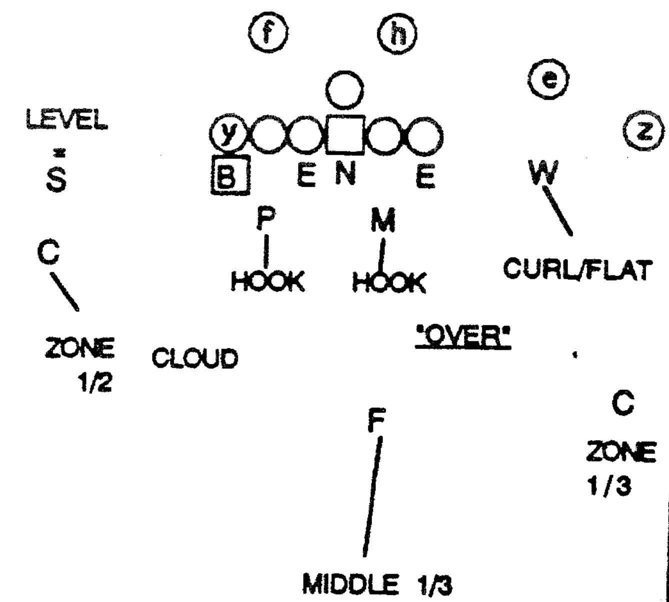
WHIP: FORCE RUNS TO; PASS, IN COVERAGE.

HAWK COVER SNIPE

RED LEFT



RED SLOT LEFT



BUCK: HAWK

MIKE: DEFEND THE HOOK

PLUGGER: FROM HAWK POSITION, DEFEND THE HOOK; ALERT HOOK & THRU WITH "CLOUD" CALL

WHIP: BUZZ; ALERT "OVER" (CURL/FLAT) VERSUS "Y" CROSS MOTION/SHIFT AND SLOT/FORMATION.

RIGHT CORNER: FLANKER, READ (ALERT "CLOUD" VERSUS "Y" CROSS MOTION/SHIFT); SLOT AND SET TO "Y", PLAY "OVER".

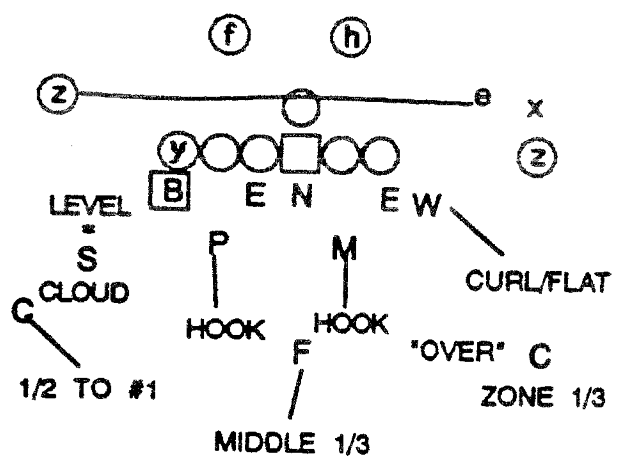
STRONG SAFETY: FLANKER, SKY (ALERT "CLOUD" VERSUS "Y" CROSS, MOTION/SHIFT); SLOT, LEVEL.

FREE SAFETY: DEFEND THE MIDDLE 1/3; ALERT "OVER" VERSUS "Y" CROSS MOTION/SHIFT); AND SLOT/FORMATION.

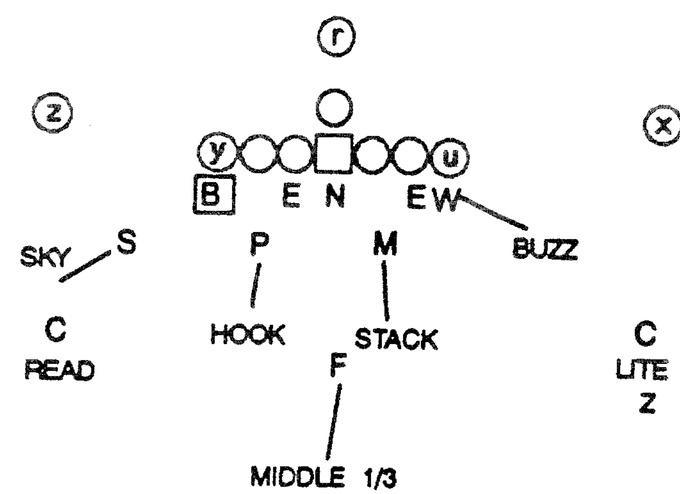
LEFT CORNER: FLANKER, READ (ALERT "SOUTH" VERSUS "Y" CROSS MOTION/SHIFT); SLOT AND SET TO "Y", PLAY "OVER".

HAWK COVER SNIPE ADJUSTMENTS (Birdie)

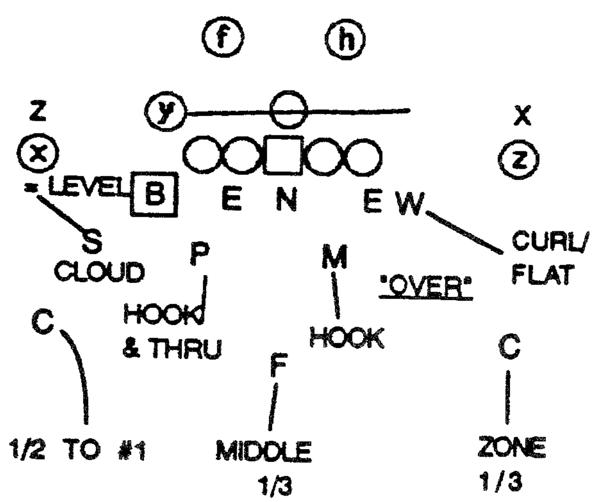
"Z" CROSS MOTION:



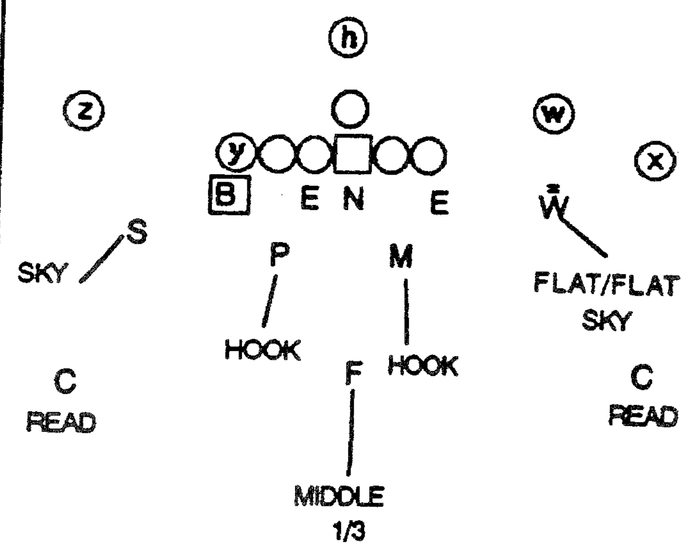
ACE:



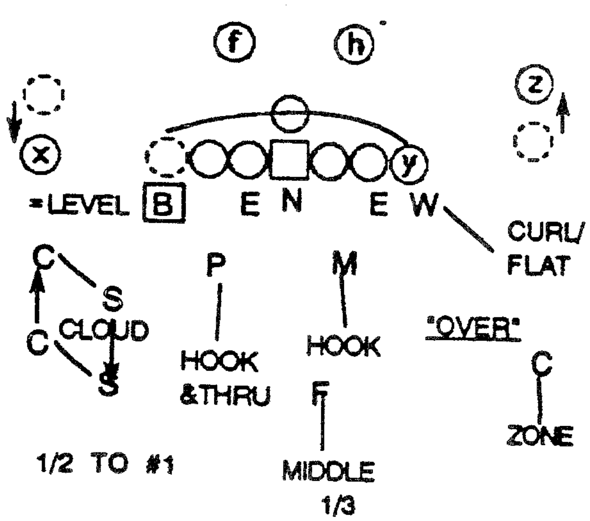
"Y" CROSS MOTION:



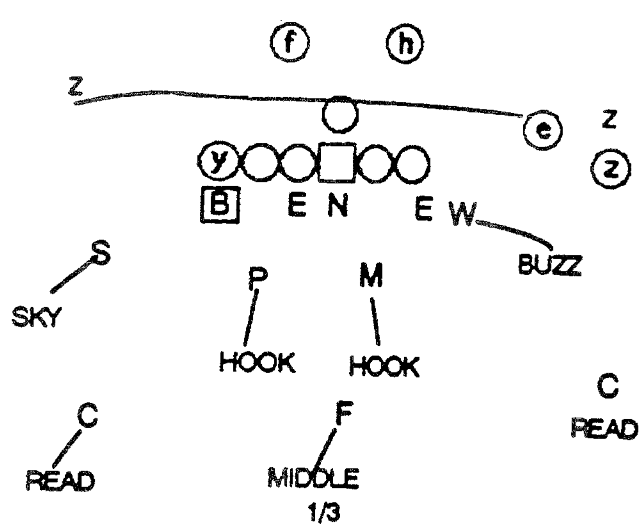
DOUBLE WING OPEN:



"Y" CROSS SHIFT:

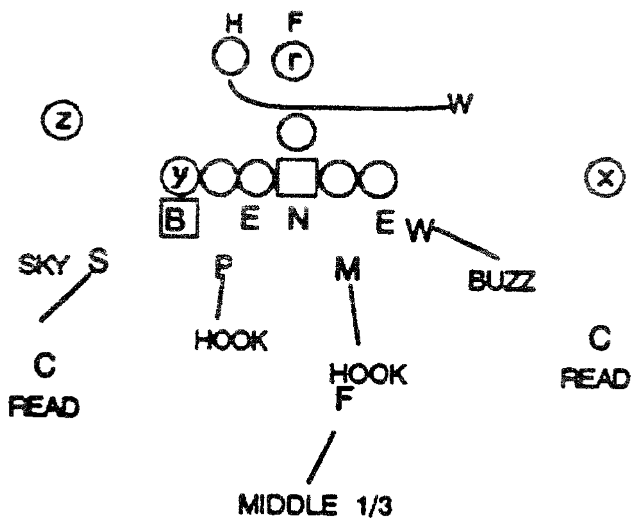


"E" CROSS MOTION:

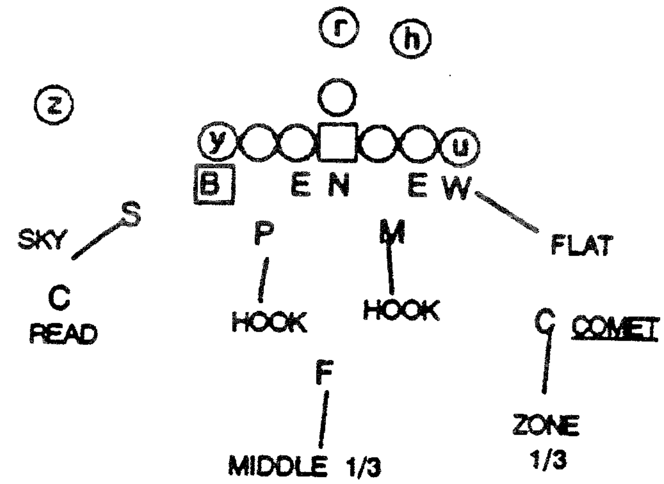


HAWK COVER SNIPE ADJUSTMENTS

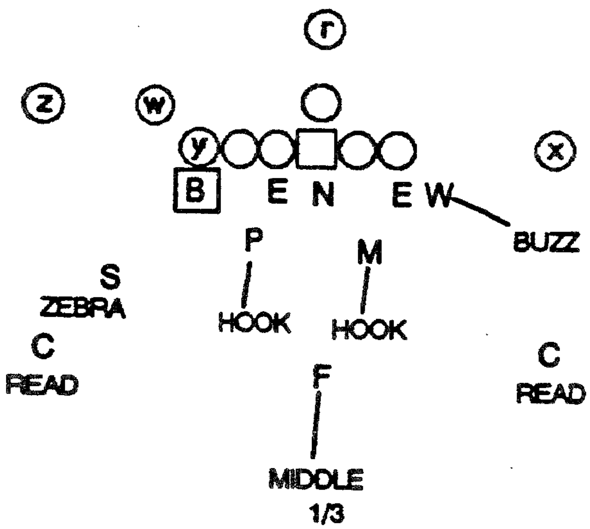
DOUBLE WING MOTION



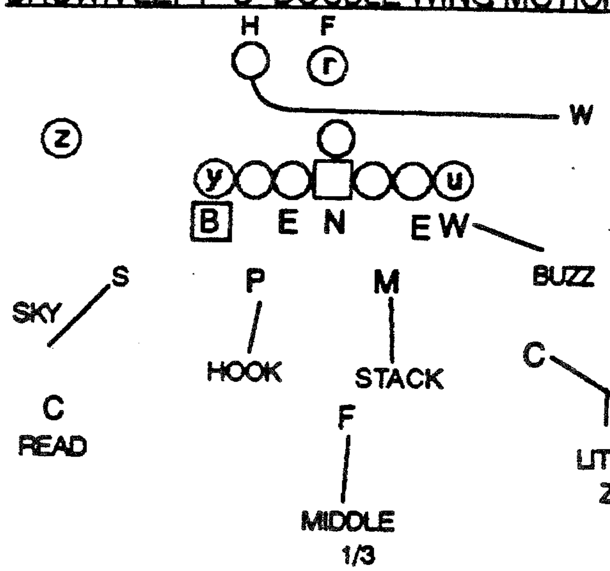
BROWN LEFT "U":



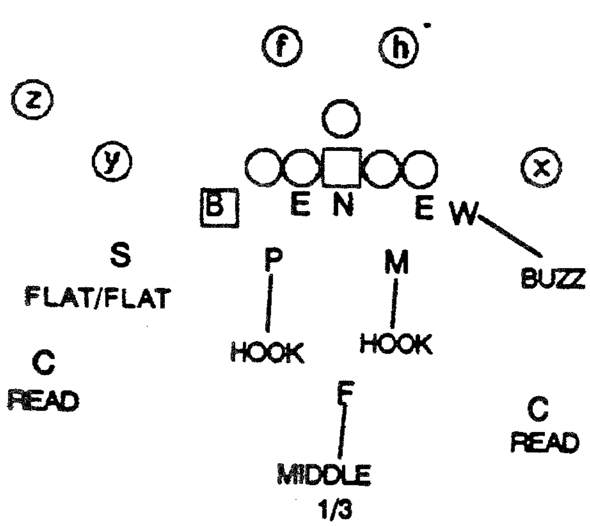
FLANKER/TRIPS:



BROWN LEFT "U" DOUBLE WING MOTION:



RED LEFT "Y" OPEN:



(ELEPHANT) BRIDGE COVER SNIPE

1- ELEPHANT ALIGN SOLID AND HAWK/EAGLE

2- LINE SLIDE FLEX FORMING AN EVEN/LINE (SOLID/END AND NOSE OVER GUARD)

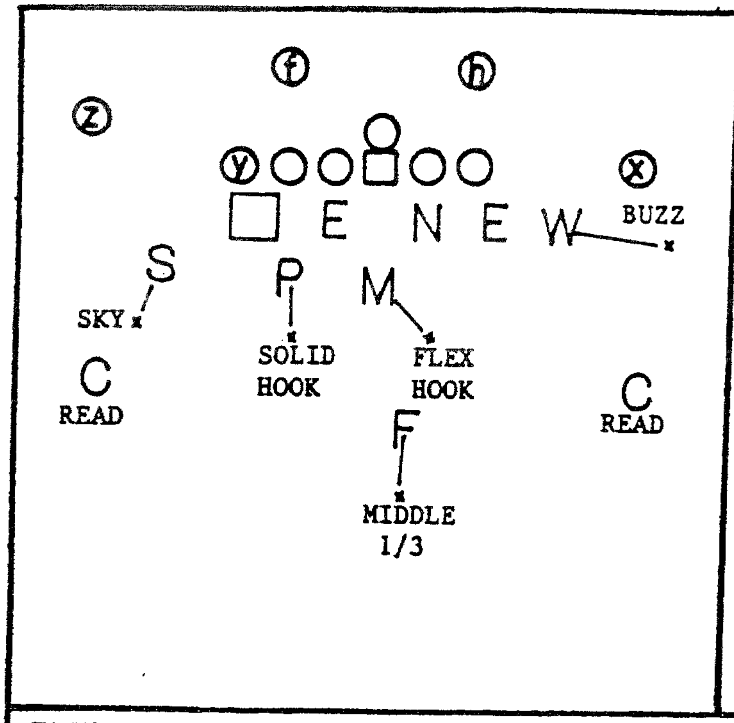
3- PLUGGER ALIGN SOLID AND HAWK/EAGLE; ALERT PAM VERSUS SHIFTED/ MOTION TRIPS/FLEX

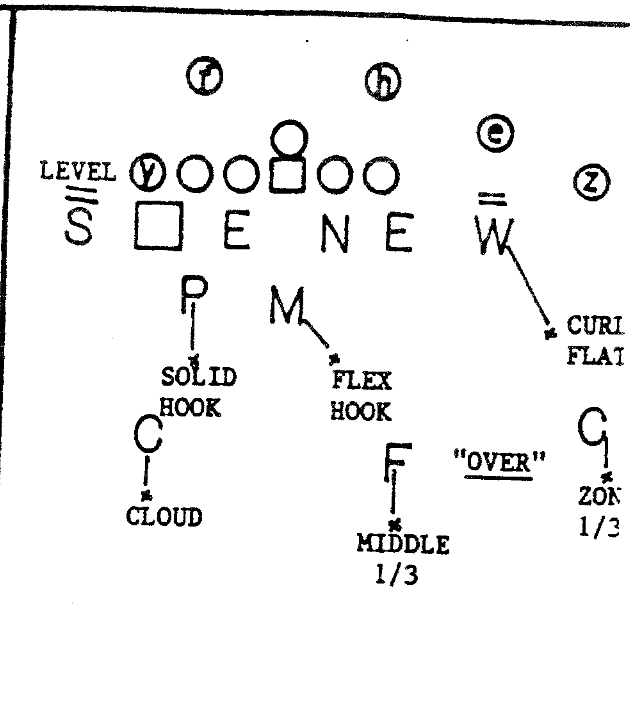
4- MIKE ALIGN OVER CENTER; ALERT PAM VERSUS SHIFTED/MOTION TRIPS/ FLEX

5- COVERAGE ROTATION IS SOLID

6- CORNERS ALIGN LEFT/RIGHT

(ELEPHANT) BRIDGE COVER SNIPE





ELEPHANT: ALIGN SOLID AND PLAY HAWK (EAGLE).

PLUGGER: ALIGN SOLID AND DEFEND THE SOLID/HOOK; ALERT HOOK & THRU.

MIKE: ALIGN OVER THE CENTER AND DEFEND THE FLEX/HOOK (ALERT OVER SITUATIONS).

WHIP: ALIGN FLEX AND BUZZ, COMET OR OVER.

STRONG SAFETY: ALIGN SOLID AND SKY TWO (2) OR MORE RECEIVERS AND CLOUD ONE (1) RECEIVER.

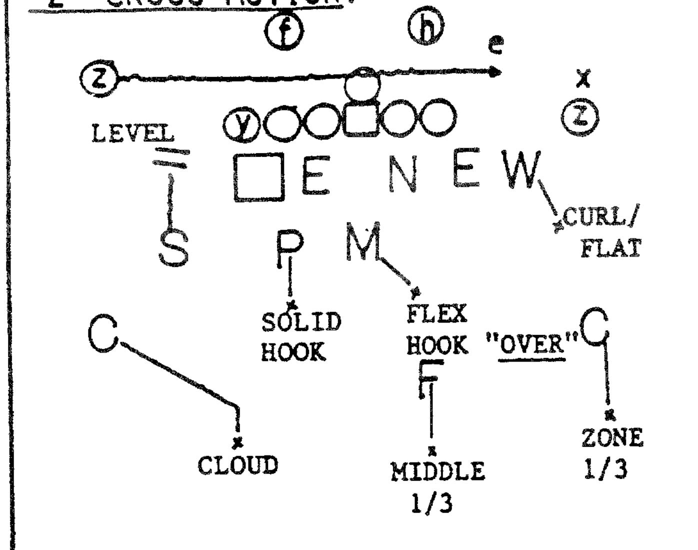
FREE SAFETY: ALIGN FLEX AND DEFEND THE MIDDLE 1/3; ALERT OVER SITUATIONS.

CORNERS: SOLID: READ OR CLOUD; FLEX: OVER OR COMET; ALIGN LEFT/RIGHT.

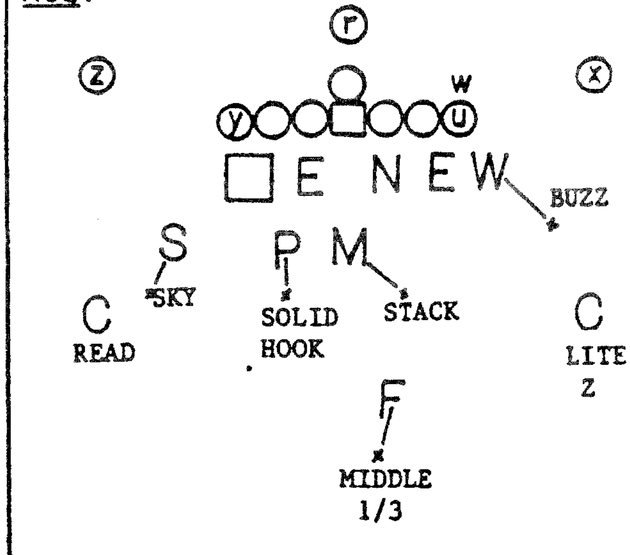
LINE: SLIDE/FLEX FORMING AN EVEN LINE (SOLID/END AND NOSE ON GUARDS).

(EL) BRIDGE COVER SNIPE ADJUSTMENTS

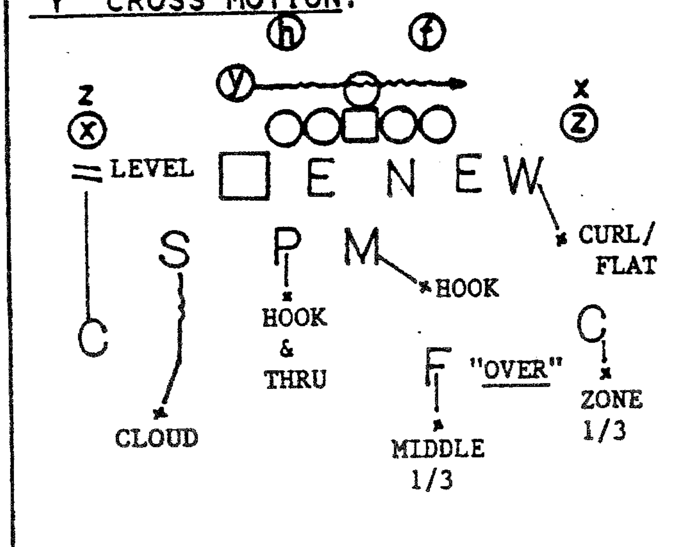
"Z" CROSS MOTION:



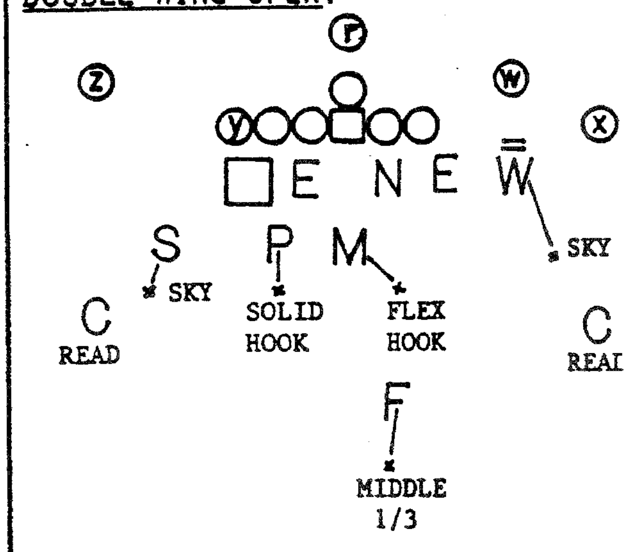
ACE:



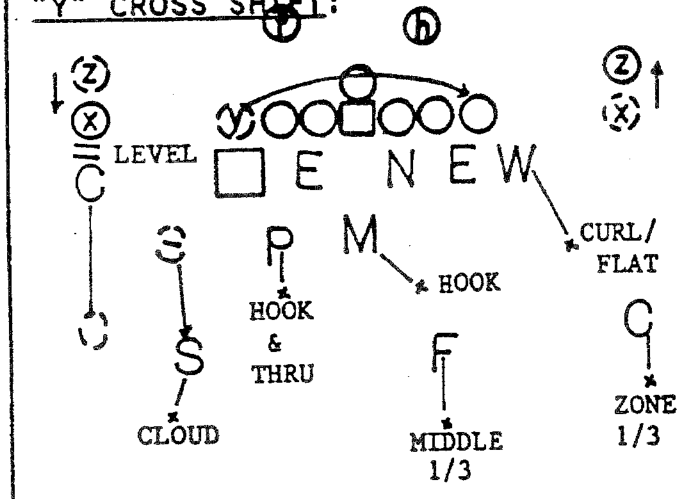
"Y" CROSS MOTION:



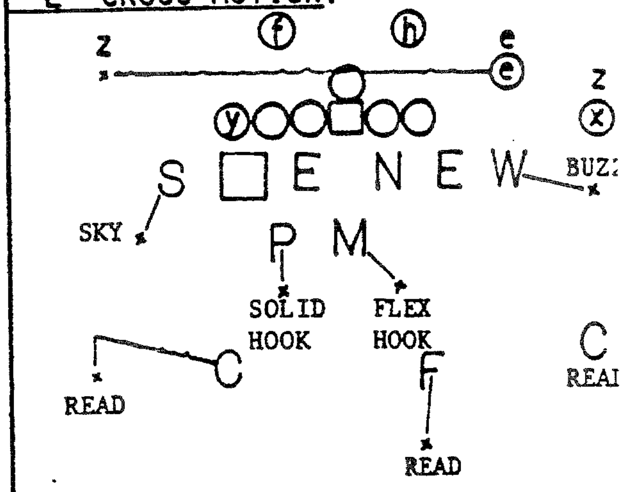
DOUBLE WING OPEN:



"Y" CROSS SHIFT:

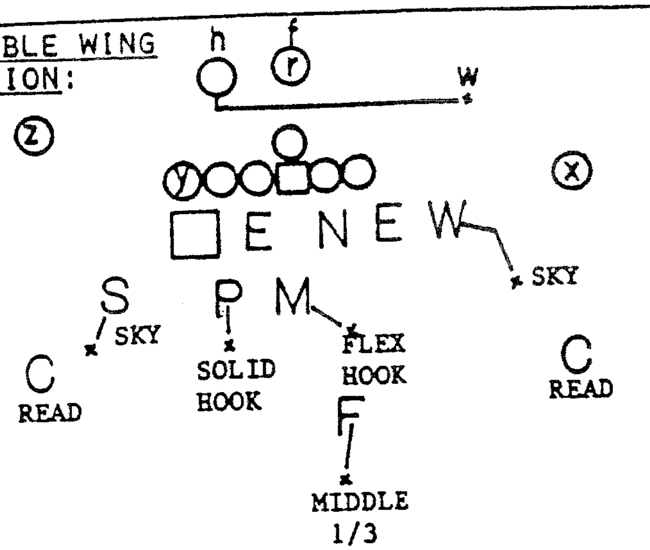


"E" CROSS MOTION:

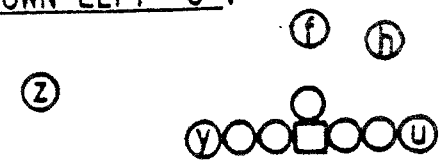


(EL) BRIDGE COVER SNIPE ADJUSTMENTS

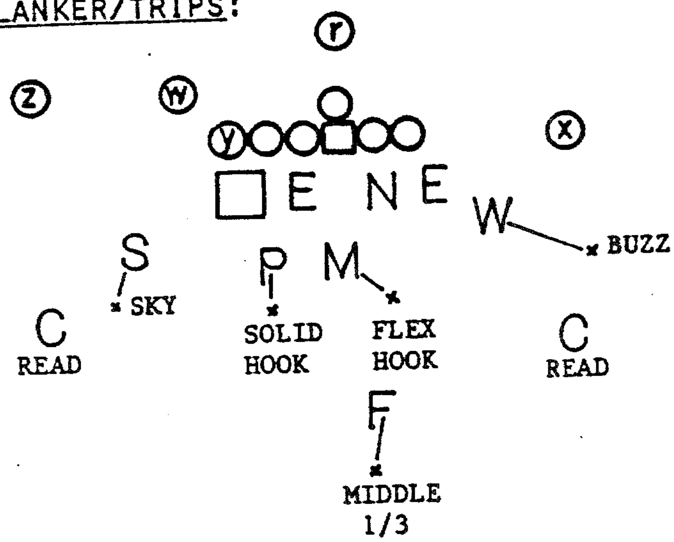
DOUBLE WING MOTION:



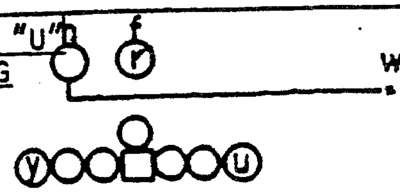
BROWN LEFT "U":



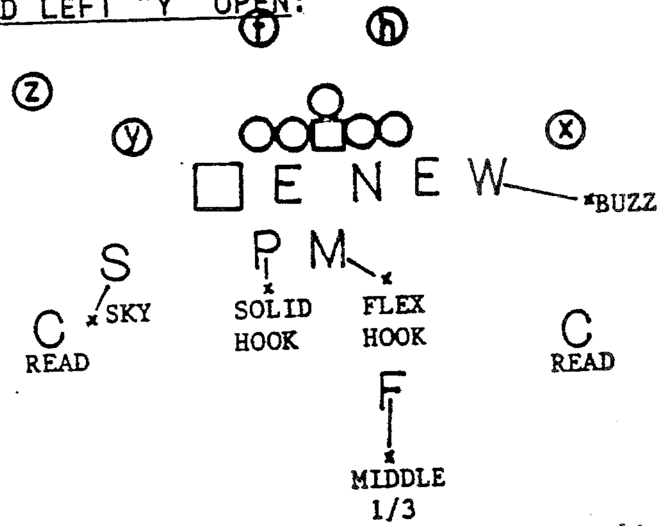
FLANKER/TRIPS:



BROWN LEFT "U" DOUBLE WING MOTION:



RED LEFT "Y" OPEN:





(ELEPHANT) LEFT COVER LARK   Tusk

1- ELEPHANT ALIGN LEFT AND OSKIE (OX) OR SQUEEZE (AX) ACCORDING TO FORMATION

2- FLANKER/LEFT: BASE (ROCK/IT) AND OSKIE (OX) RED, BLUE AND GREEN; CHEAT/SLANT AND SQUEEZE (AX) BROWN AND DOUBLE/WINGS (ACE TOO)

3- FLANKER/RIGHT: CHEAT/SLANT AND SQUEEZE (AX) RED, BLUE AND GREEN; BROWN, SQUEEZE ONLY

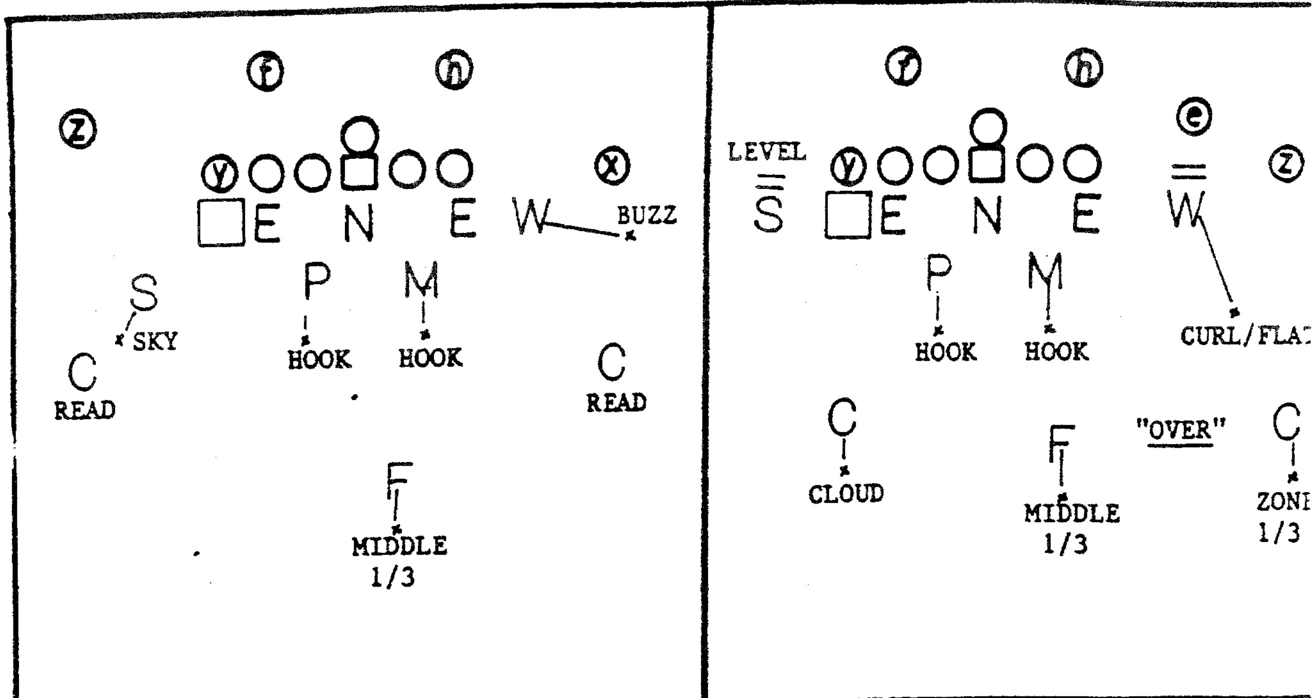
4- SLOTS: CHEAT/SLANT AND SQUEEZE (AX) ALL SETS

5- COVERAGE ROTATION IS ALWAYS LEFT

6- ALERT "BOSS" SITUATIONS WHEN PLAYING OVER

7- CORNERS ALIGN LEFT/RIGHT

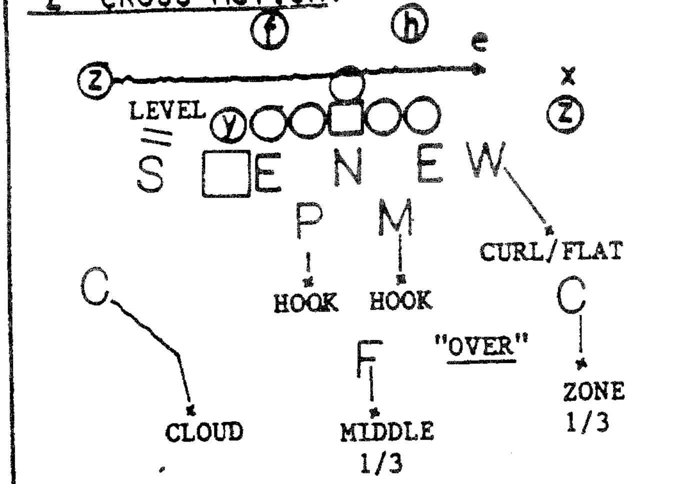
(ELEPHANT) LEFT COVER LARK



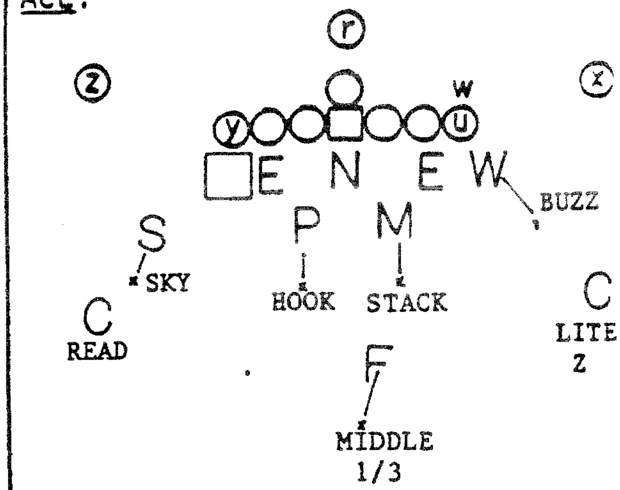
ELEPHANT: ALIGN LEFT; IN CHARGE (OSKIE, OX, SQUEEZE OR AX ACCORDING TO LINE CHARGE).
MIKE: ALIGN LEFT, DEFEND THE HOOK; ALERT HOOK & THRU VERSUS CLOUD (SOUTH).
PLUGGER: ALIGN RIGHT AND DEFEND THE HOOK; ALERT OVER SITUATIONS.
WHIP: ALIGN RIGHT AND BUZZ; ALERT OVER SITUATIONS.
STRONG SAFETY: ALIGN LEFT AND SKY VERSUS TWO (2) OR MORE RECEIVERS AND CLOUD VERSUS ONE RECEIVER.
FREE SAFETY: ALIGN RIGHT AND DEFEND THE MIDDLE 1/3; ALERT OVER VERSUS CLOUD LEFT.
CORNERS: LEFT: READ OR CLOUD; RIGHT: READ, COMET OR OVER; ALIGN LEFT/RIGHT.
LINE: ELEPHANT, ALIGNED LEFT WILL BE IN THE CHARGE; PASS RUSH RIGHT; CHEAT/SLANT MAY OCCUR DUE TO BACKFIELD SET.

(EL) LEFT COVER LARK ADJUSTMENTS

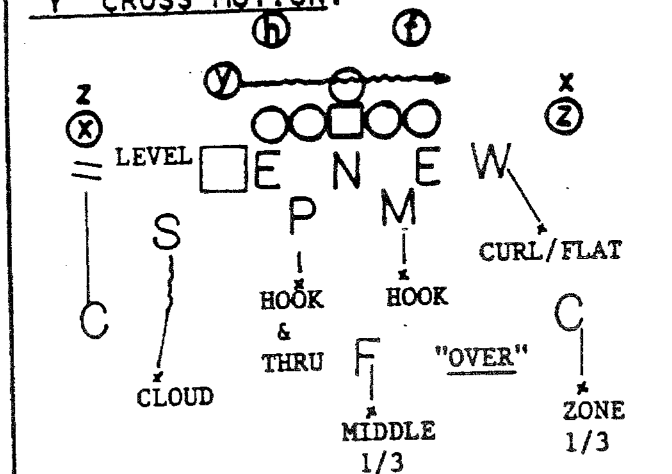
"Z" CROSS MOTION:



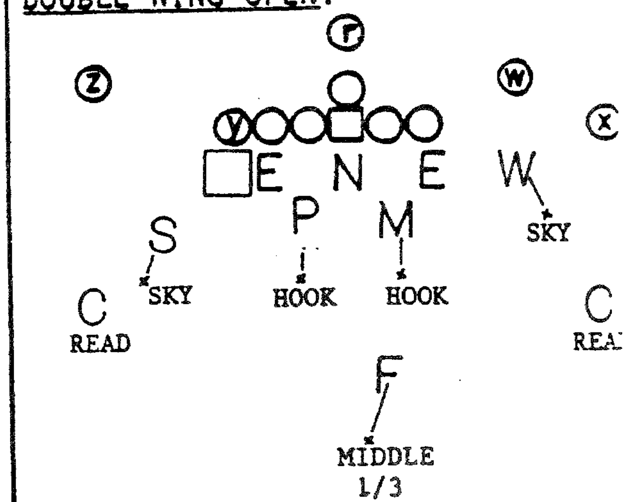
ACE:



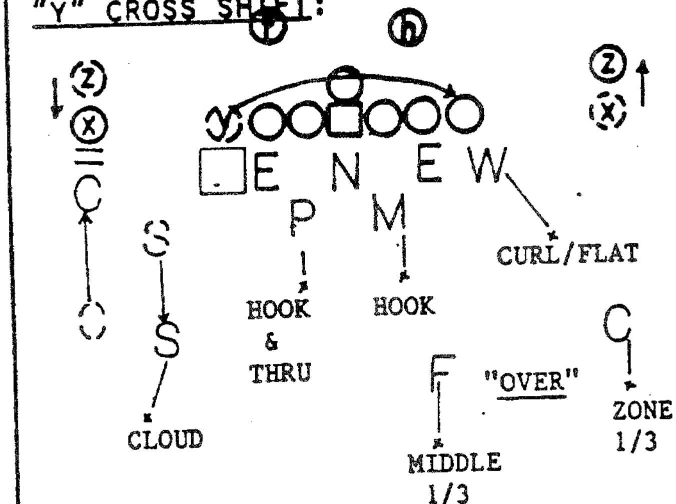
"Y" CROSS MOTION:



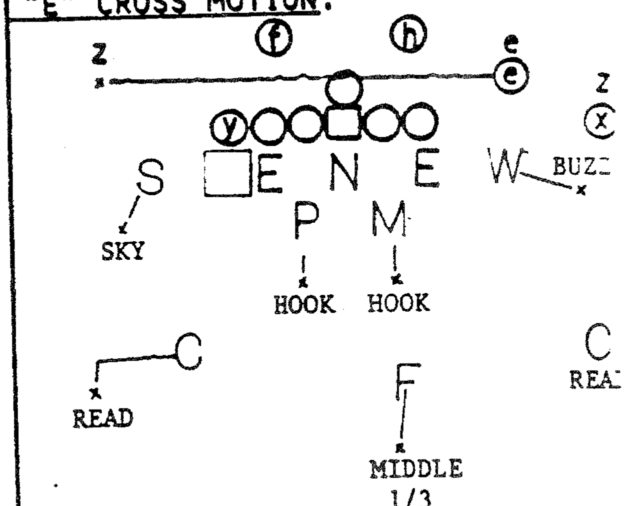
DOUBLE WING OPEN:



"Y" CROSS SHIFT:

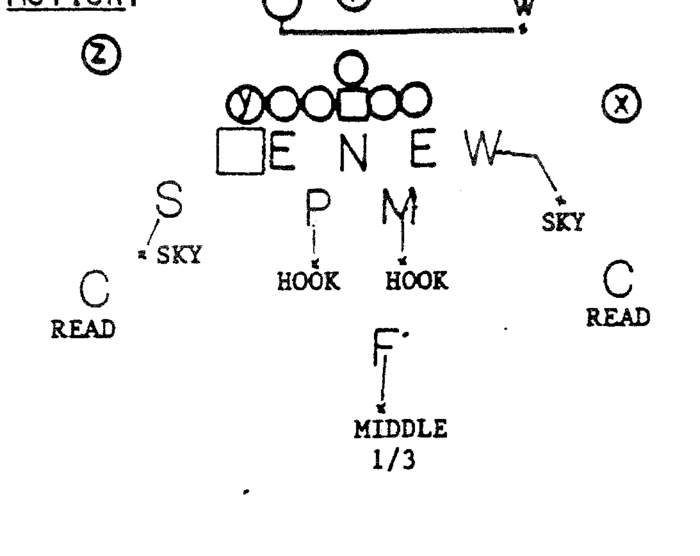


"E" CROSS MOTION:

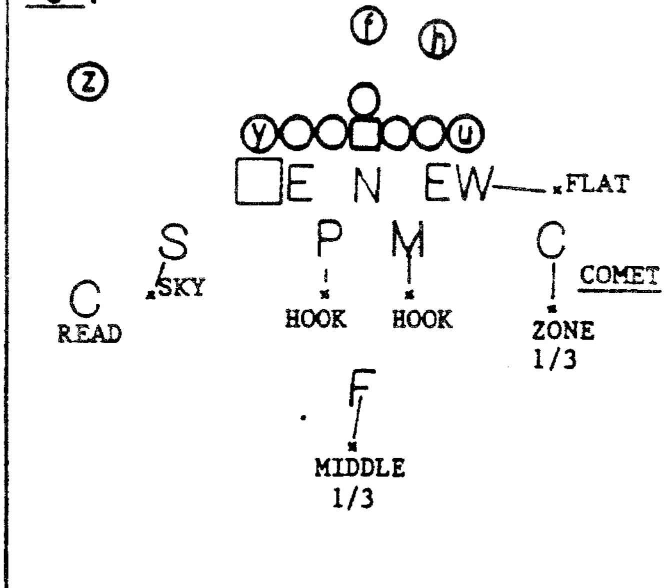


(EL) LEFT COVER LARK ADJUSTMENTS

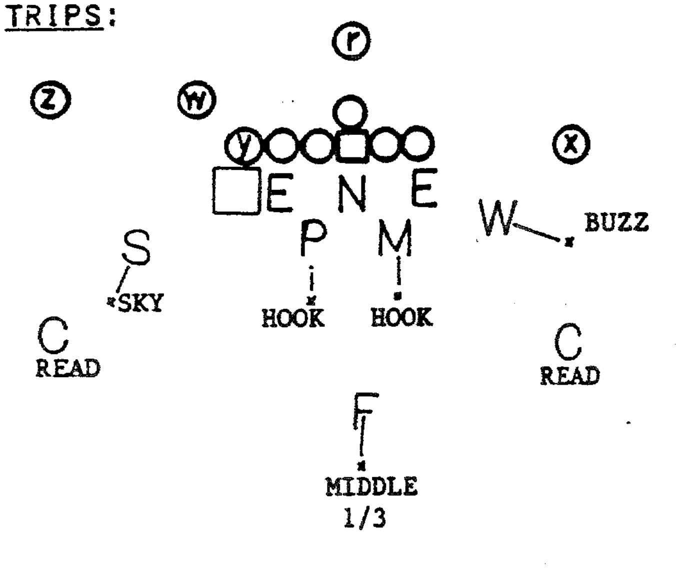
DOUBLE WING MOTION:



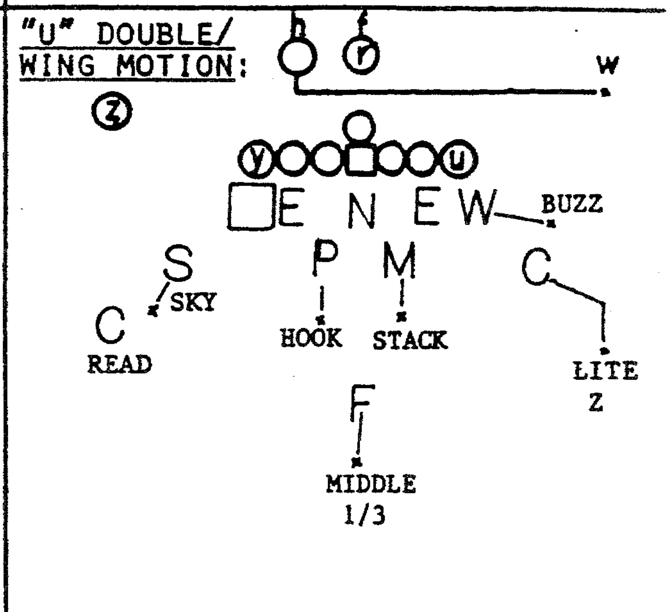
"U":



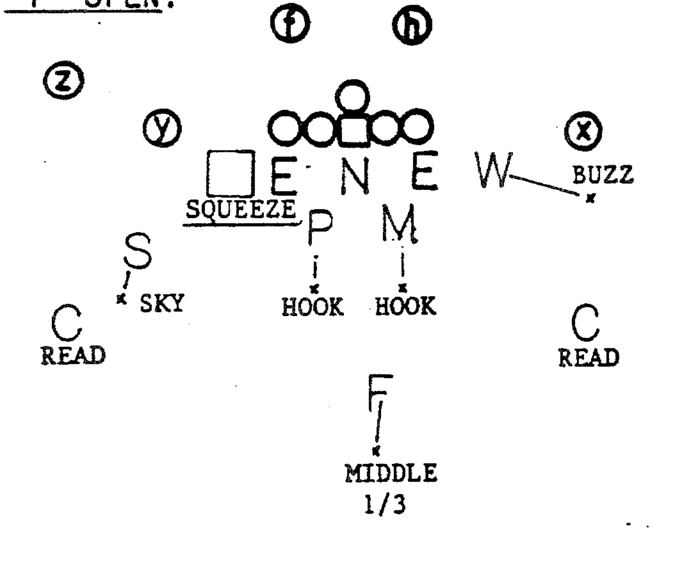
TRIPS:

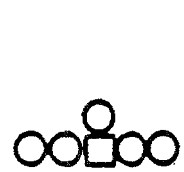


"U" DOUBLE/ WING MOTION:



"Y" OPEN:





"LUCKY" ADJUSTMENT

1- STRONG SAFETY ALIGN LEFT; VERSUS BALANCE "Q" LEFT, CLOUD AND OVER; STRONG SAFETY RULES:

  1-1 THREE (3) RECEIVERS TO YOUR SIDE PLAY COVER "6"; THIS ALSO INCLUDES SLOT WITH BACK OFF/SET TO YOUR SIDE

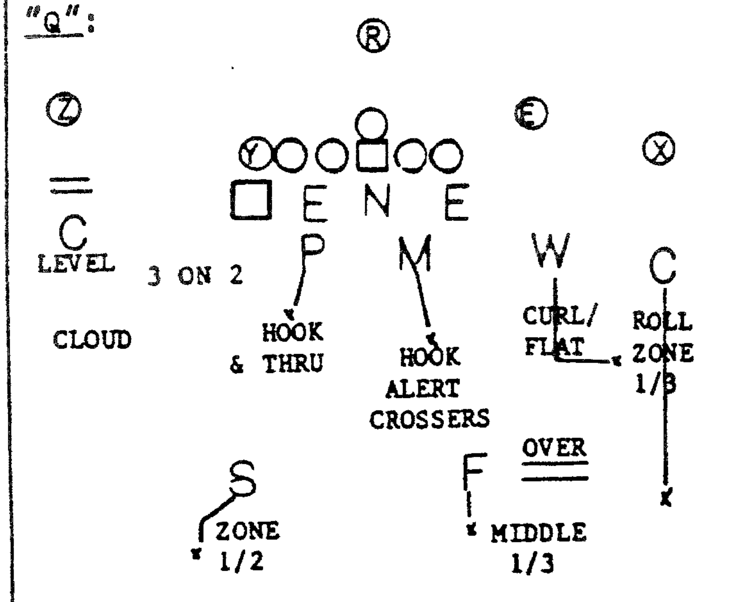
  1-2 SLOT SET TO YOUR SIDE PLAY "FLAT/FLAT"

  1-3 "Q" TRIPS AWAY FROM YOU CLOUD ONE (1) RECEIVER SIDE

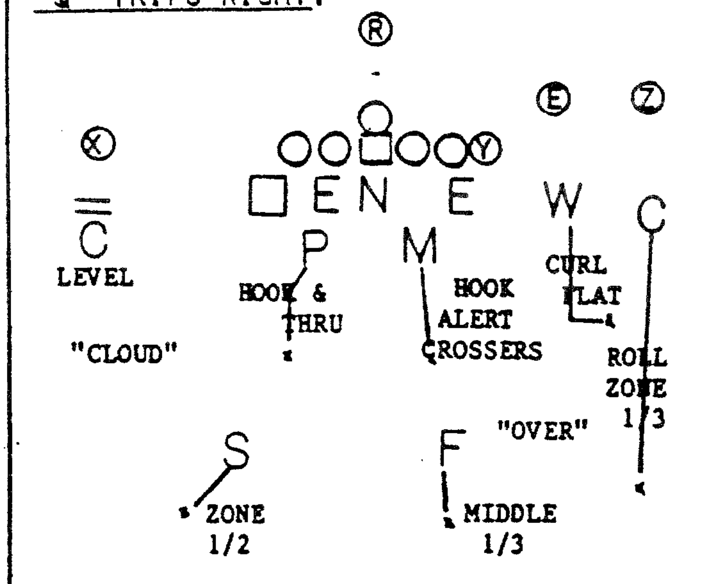
2- "LUCKY" ADJUSTMENTS ARE OUR LARK RULES WITH A "6" PRINCIPLE TO STRONG SAFETY SIDE VERSUS TRIPS

"LUCKY" ADJUSTMENT

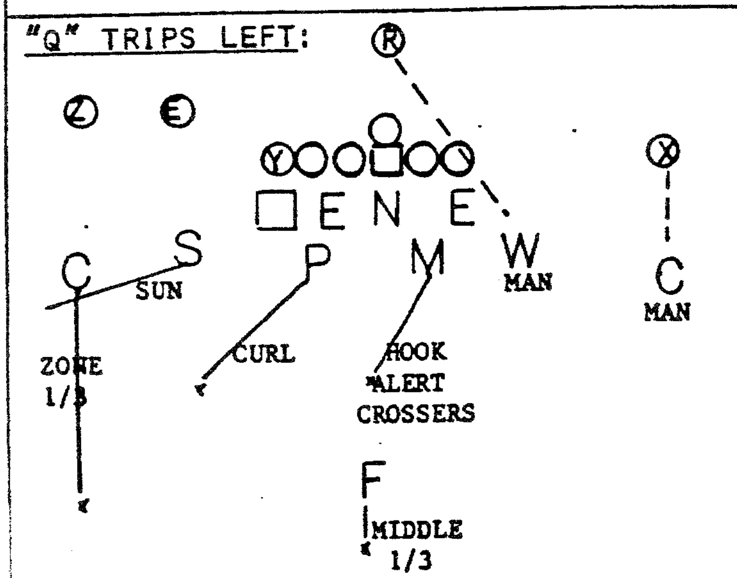
"Q":



"Q" TRIPS RIGHT:

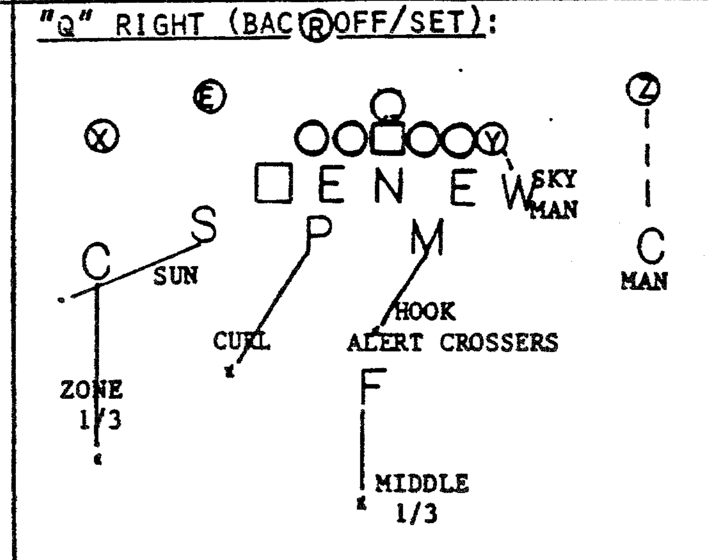


"Q" TRIPS LEFT:



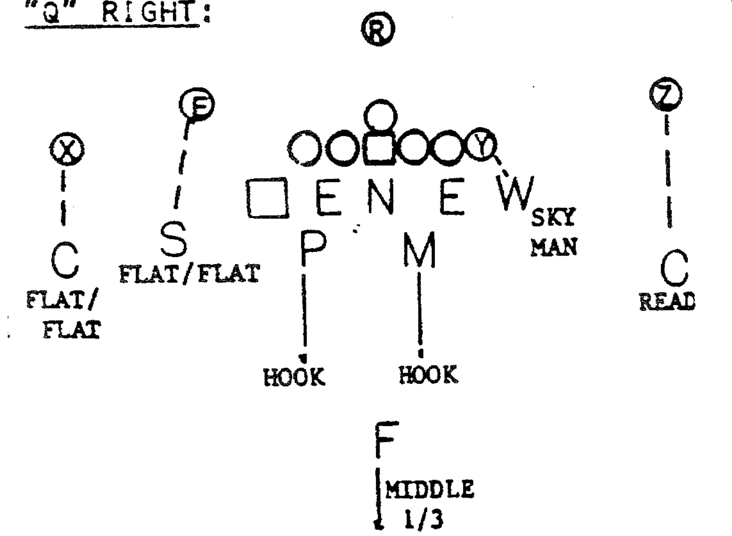
****AUTO: "6"

"Q" RIGHT (BACK OFF/SET):

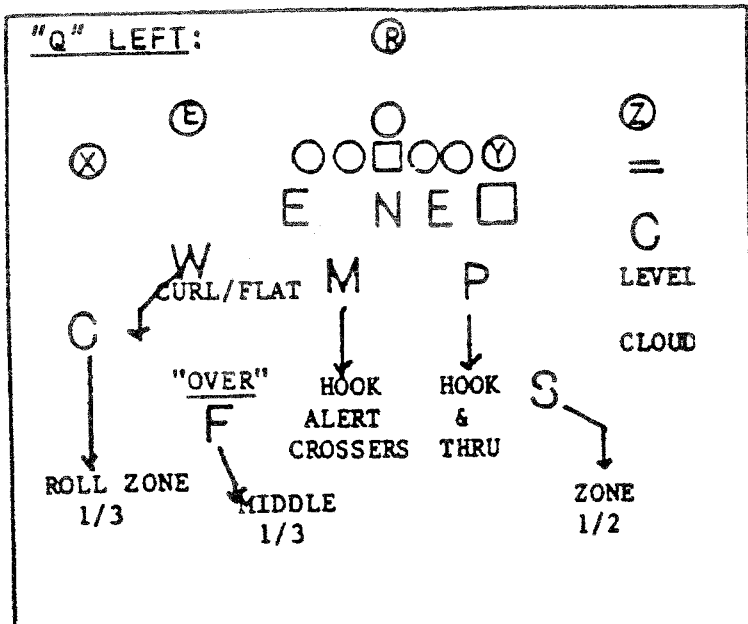


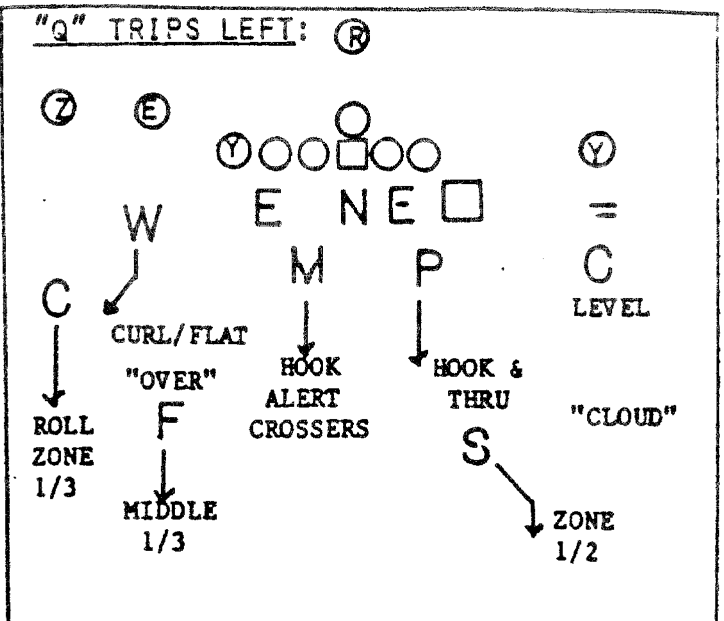
****AUTO: "6"

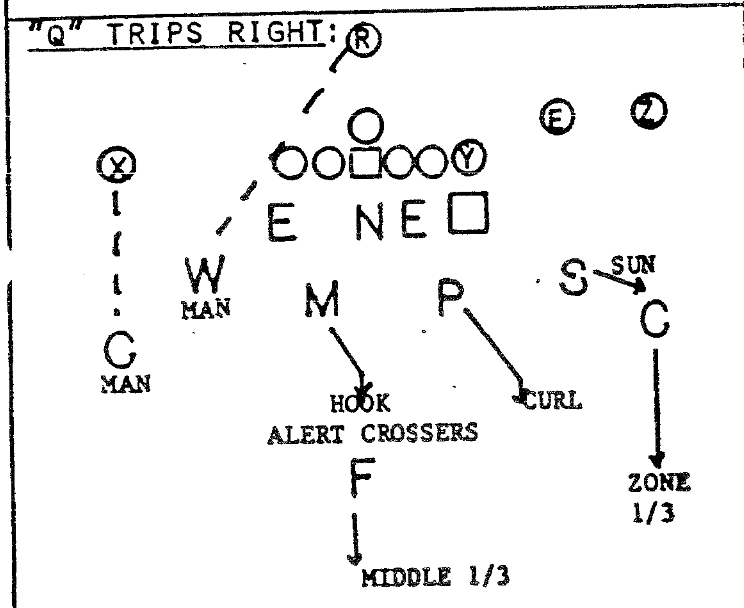
"Q" RIGHT:

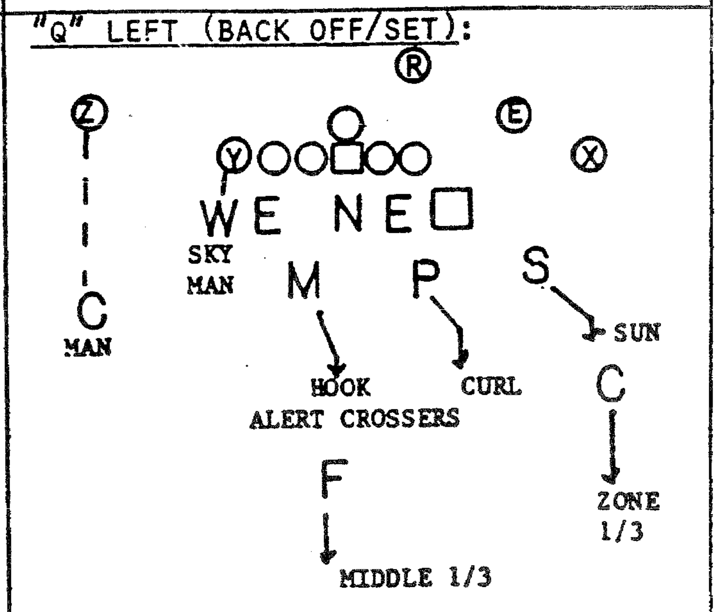


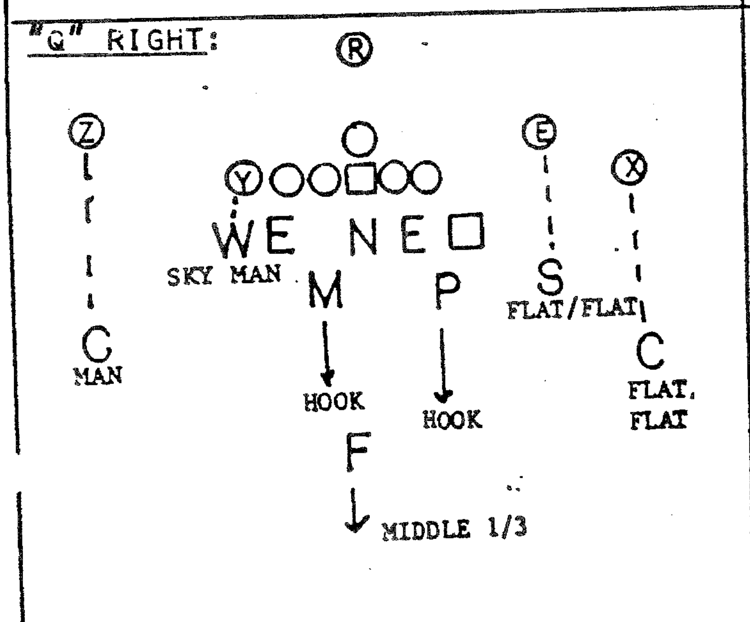
"RINGO" ADJUSTMENT











(ELEPHANT) RIGHT COVER ROBIN Rhino

1- ELEPHANT ALIGN RIGHT AND OSKIE (OX) OR SQUEEZE (AX) ACCORDING TO FORMATION

2- FLANKER RIGHT: BASE (ROCK/IT) AND OSKIE (OX) RED, BLUE AND GREEN; CHEAT/SLANT AND SQUEEZE (AX) BROWN AND DOUBLE/WINGS

3- FLANKER LEFT: CHEAT/SLANT AND SQUEEZE (AX) RED, BLUE AND GREEN; BROWN, SQUEEZE

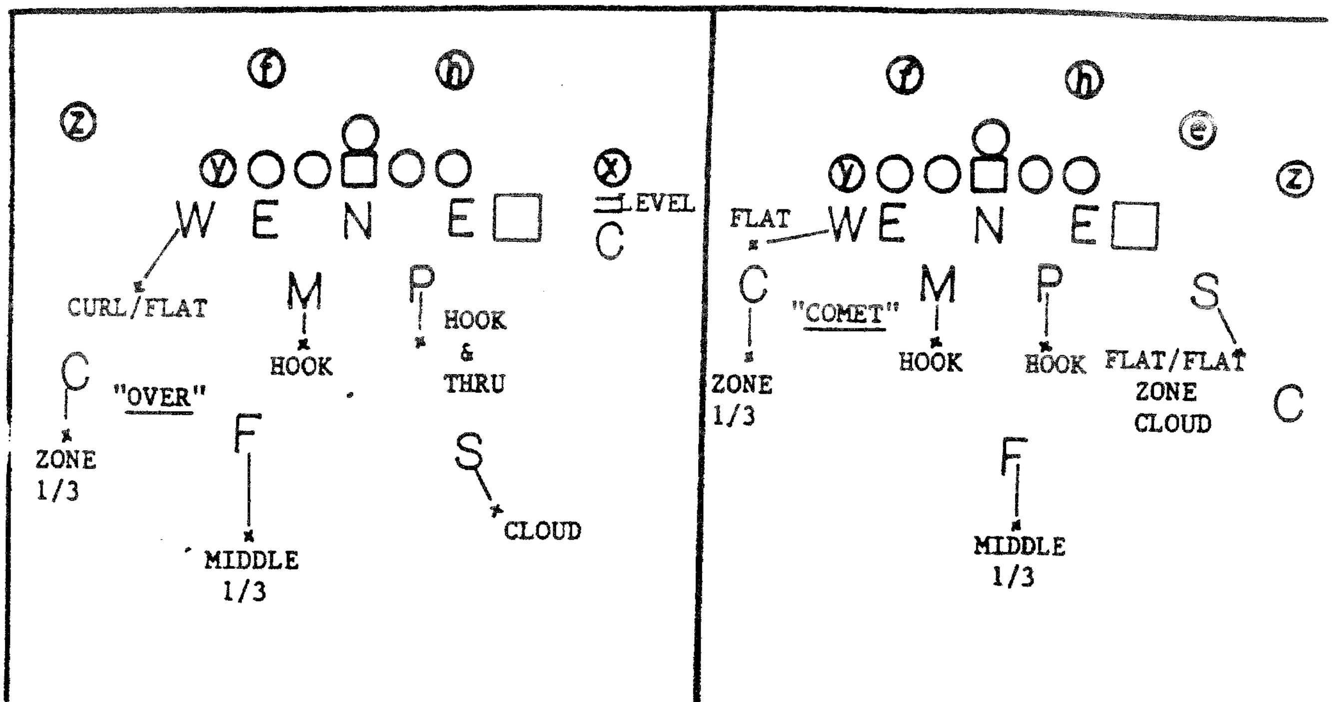
4- SLOTS: CHEAT/SLANT AND SQUEEZE (AX) ALL SETS

5- COVERAGE ROTATION IS ALWAYS RIGHT

6- ALERT "BOSS" SITUATIONS WHEN PLAYING OVER

7- CORNERS ALIGN LEFT/RIGHT

(ELEPHANT) RIGHT COVER ROBIN



WHIP: ALIGN RIGHT AND BUZZ, OVER OR COMET.

PLUGGER: ALIGN RIGHT AND DEFEND THE HOOK; ALERT HOOK & THRU SITUATIONS.

MIKE: ALIGN LEFT AND DEFEND THE HOOK; ALERT OVER (BOSS) SITUATIONS.

ELEPHANT: ALIGN RIGHT; IN CHARGE (OSKIE, OX, SQUEEZE OR AX ACCORDING TO LINE CHARGE).

STRONG SAFETY: ALIGN RIGHT AND SKY VERSUS TWO (2) OR MORE RECEIVERS AND CLOUD VERSUS ONE (1) RECEIVER.

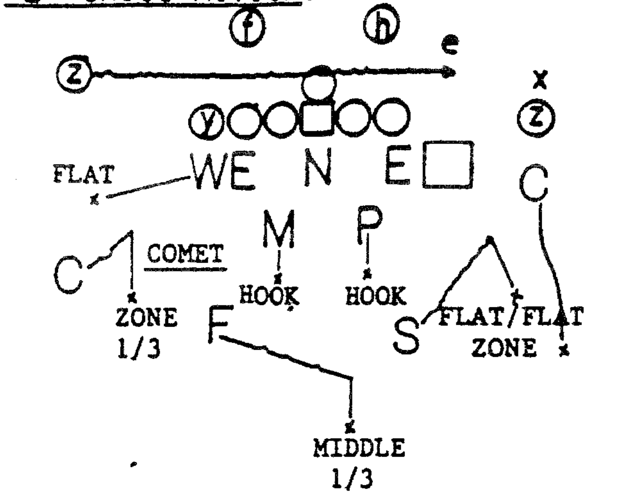
FREE SAFETY: ALIGN LEFT AND DEFEND THE MIDDLE 1/3; ALERT OVER VERSUS CLOUD RIGHT.

CORNERS: RIGHT: READ OR CLOUD; LEFT: READ, COMET OR OVER; ALIGN LEFT/RIGHT.

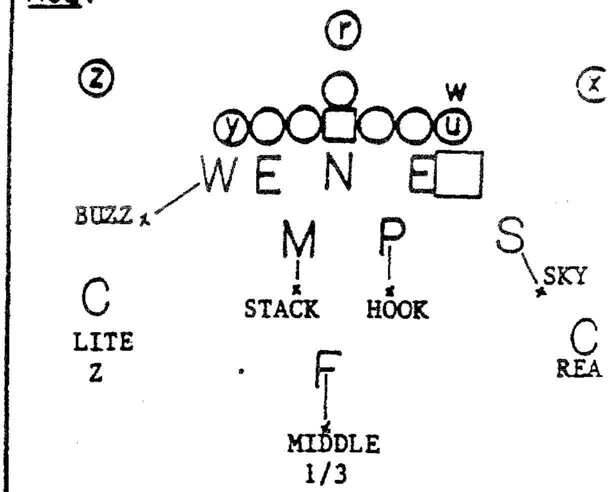
LINE: ELEPHANT, ALIGNED RIGHT WILL BE IN THE CHARGE; PASS RUSH LEFT; CHEAT/SLANT MAY OCCUR DUE TO BACKFIELD SET.

(EL) RIGHT COVER ROBIN ADJUSTMENTS

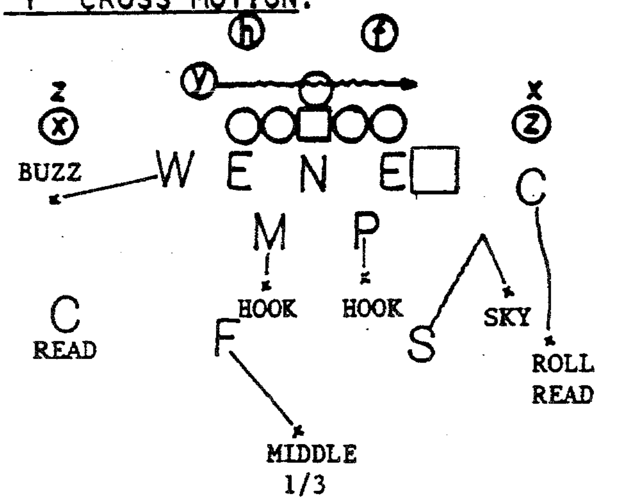
"Z" CROSS MOTION:



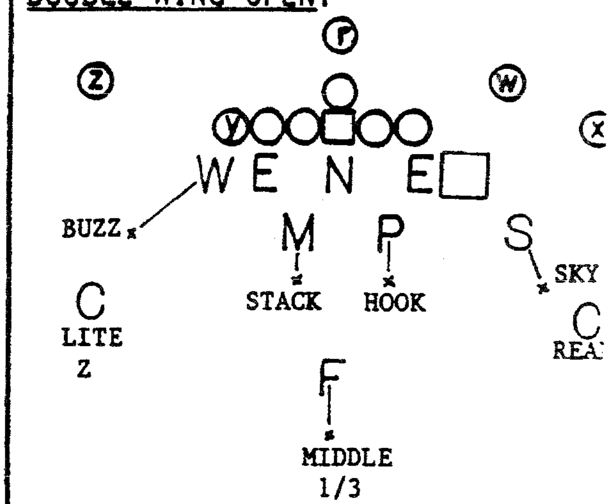
ACE:



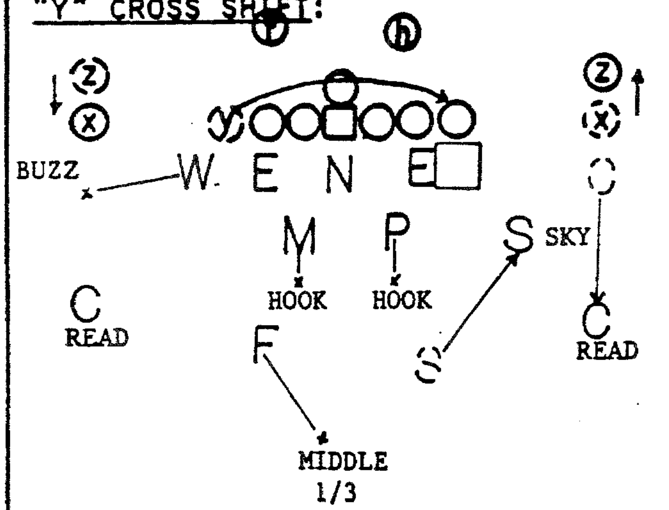
"Y" CROSS MOTION:



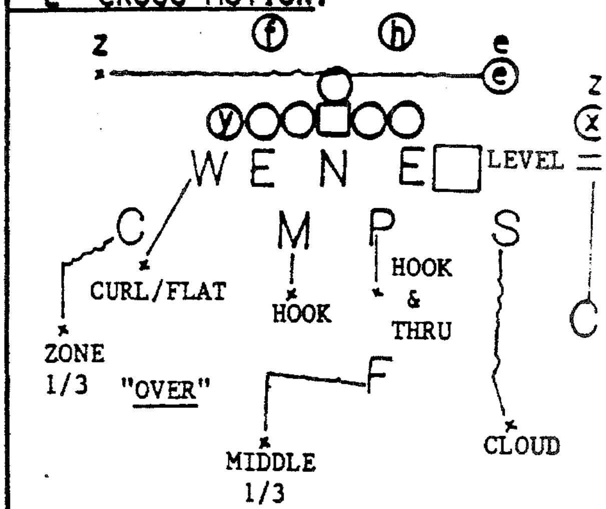
DOUBLE WING OPEN:



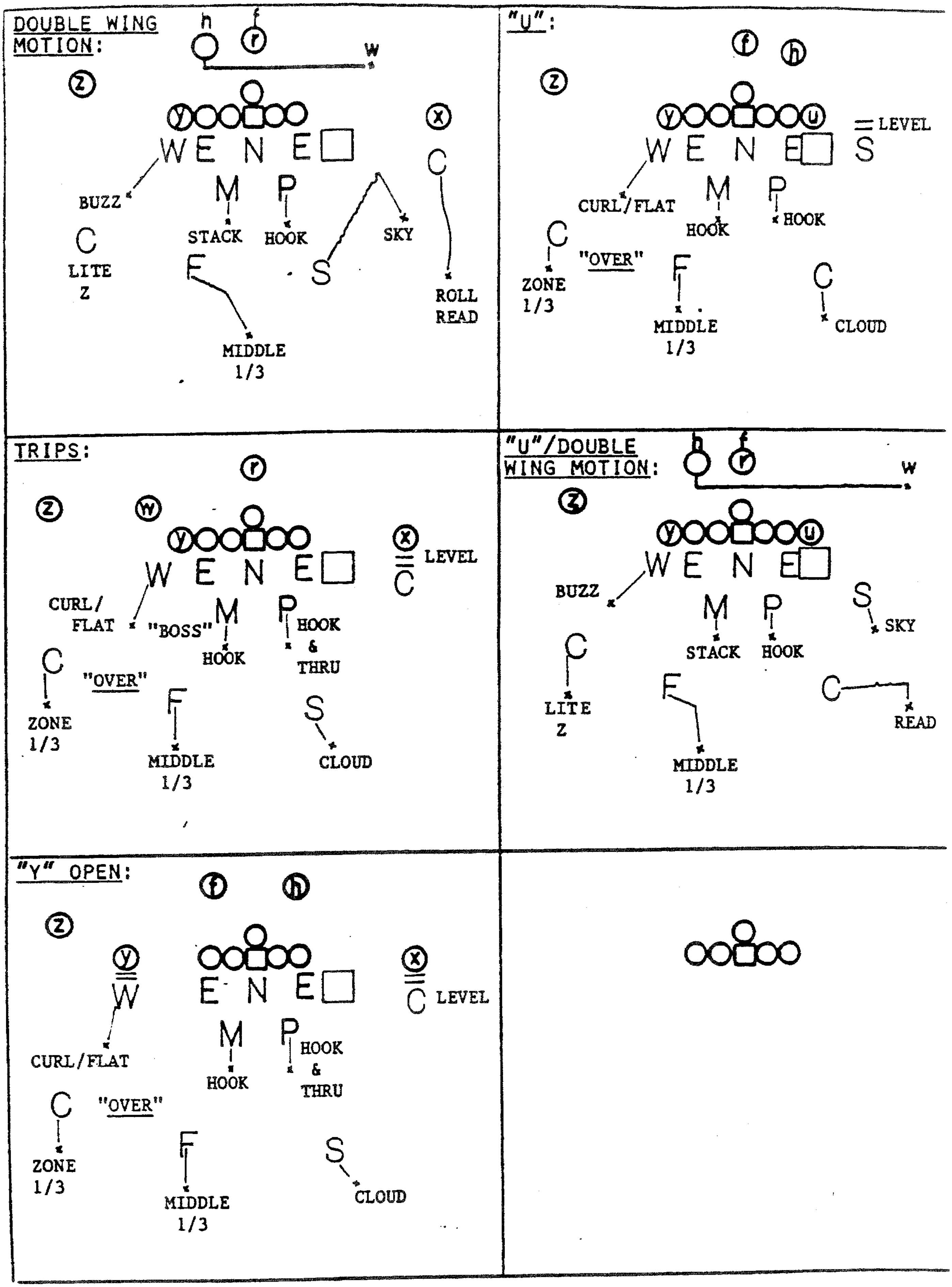
"Y" CROSS SHIFT:



"E" CROSS MOTION:



(EL) RIGHT COVER ROBIN ADJUSTMENTS



SLIDE LEFT COVER ROBIN

1- BUCK (EL) AND PLUGGER ALIGN RIGHT AND PLAY EAGLE/HAWK

2- BUCK (EL), CONTROL THE "C" GAP EXCEPT VERSUS A PAIR, BASE/ CONTROL (FILL); WHEN IN SPACE, SQUEEZE

3- LINE SLIDE LEFT

4- MIKE ALIGN AS MIDDLE/LINEBACKER

5- FREE SAFETY ALIGN RIGHT; VERSUS TWO/RECEIVERS (OR MORE) SKY AND VERSUS ONE/RECEIVER, "CLOUD"

6- WHIP, ALIGN LEFT AND FORCE; ALERT FOR "OVER" SITUATIONS

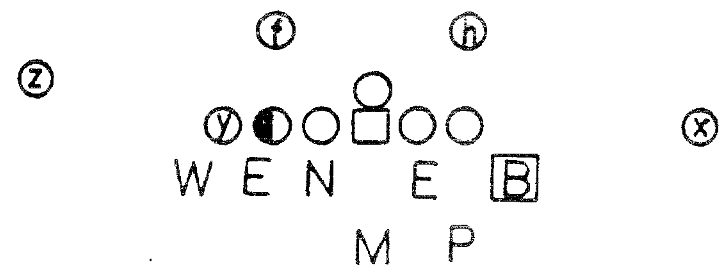
7- PLAY COVERAGE LIKE COVER 4 VERSUS FLANKER/LEFT AND COVER 3 VERSUS FLANKER/RIGHT

8- DEFENSIVE BACKS STAY/HOME

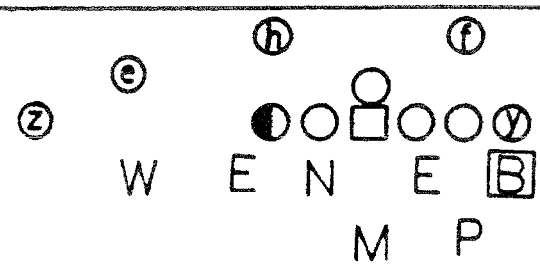
9- CORNERS ALIGN LEFT/RIGHT

SLIDE LEFT

RED LEFT



RED SLOT LEFT



BUCK: ALIGN RIGHT AND PLAY HAWK.

LEFT END: PLAY BASE/CONTROL (THINK A LITTLE WIDER); PASS, RUSH AND CONTAIN.

MIKE: ALIGN AS THE MIDDLE LINEBACKER (OVER CENTER) AND BASE TWO WAY READ, CONTROL SOLID AND FLEX "A" GAPS; PASS, IN COVERAGE.

NOSE TACKLE: ALIGN LEFT (OVER GUARD) AND BASE CONTROL, DEFEND THE "B" GAP.

PLUGGER: ALIGN RIGHT AND PLAY EAGLE/HAWK; PASS, IN COVERAGE.

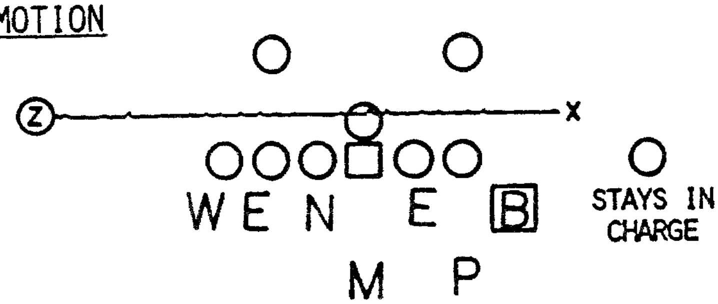
RIGHT END: ALIGN OVER/GUARD AND BASE CONTROL, DEFEND THE "B" GAP FLEX.

WHIP: ALIGN LEFT AND FORCE; PASS, IN COVERAGE.

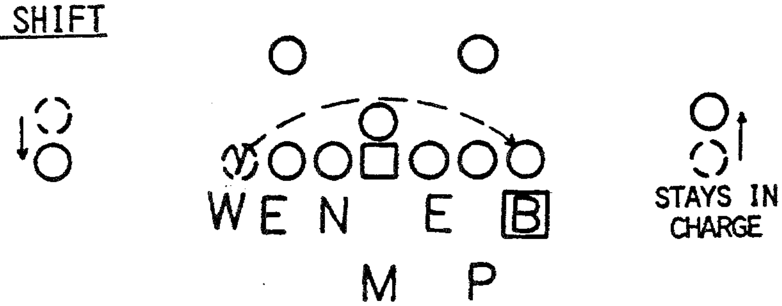
SLIDE LEFT CONCEPT

WHEN PLAYING SLIDE LEFT, BUCK AND PLUGGER ALIGN RIGHT AND PLAY EAGLE (HAWK). REGARDLESS OF THE FORMATION, BUCK IS ALWAYS IN THE CHARGE. THE LINE SLIDES/LEFT TO FORM AN EVEN LINE. MIKE ALIGNS AS A MIDDLE/LINEBACKER AND WHIP ALIGNS LEFT. THE ALIGNMENT IS JUST THE OPPOSITE FOR SLIDE/ RIGHT.

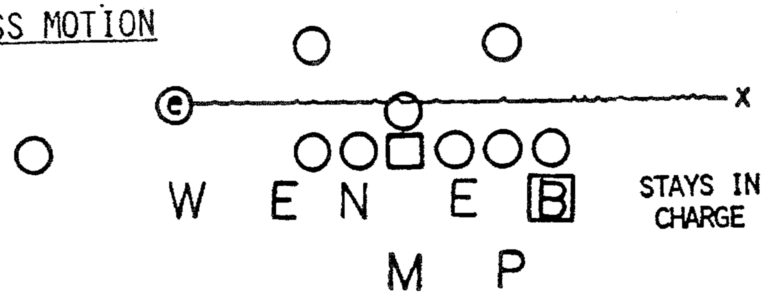
1. "Z" CROSS MOTION



2. "Y" CROSS SHIFT

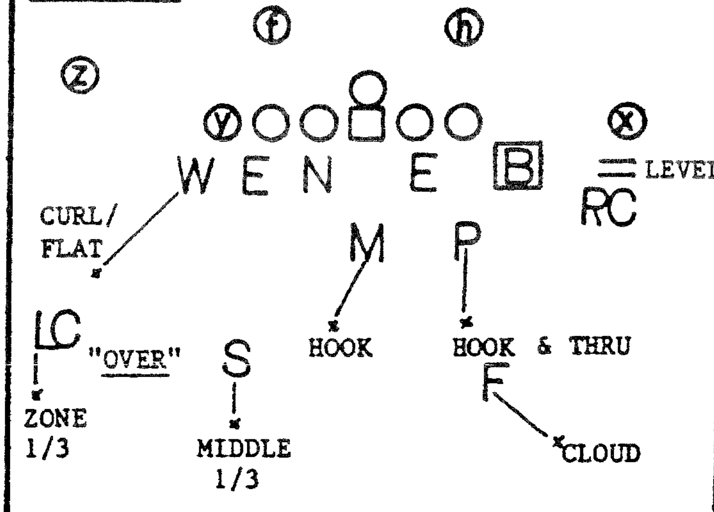


3. "E" CROSS MOTION

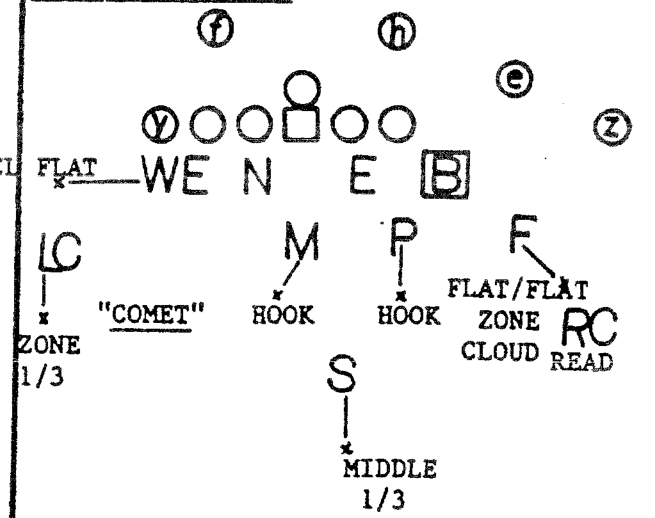


COVER ROBIN

RED LEFT:



RED SLOT RIGHT:



BUCK: ALIGN RIGHT AND PLAY HAWK.

MIKE: ALIGN OVER THE CENTER AND DEFEND THE LEFT HOOK ZONE.

PLUGGER: ALIGN IN AN EAGLE/RIGHT AND DEFEND THE HOOK; ALERT HOOK & THRU WHEN "SOUTH/CLOUD" HAS BEEN CALLED.

WHIP: ALIGN LEFT; FLANKER AND SLOT LEFT, PLAY "OVER"; FLANKER/RIGHT BUZZ; SLOT/RIGHT, PLAY "COMET".

LEFT CORNER: ALIGN LEFT; FLANKER AND SLOT LEFT, PLAY "OVER"; FLANKER/RIGHT, READ; SLOT/RIGHT, PLAY "COMET".

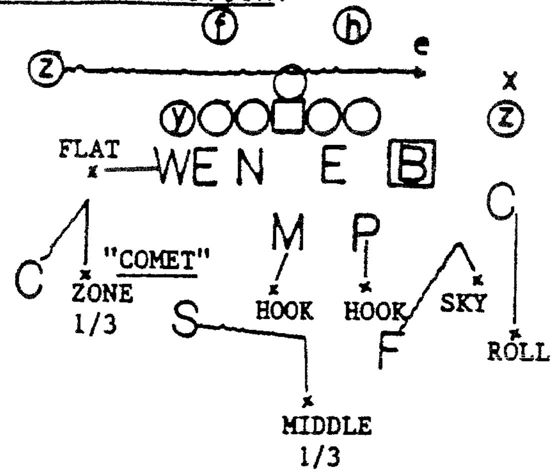
STRONG SAFETY: ALIGN LEFT; DEFEND THE MIDDLE 1/3; PLAY "OVER" VERSUS FLANKER AND SLOT LEFT.

FREE SAFETY: ALIGN RIGHT; VERSUS TWO OR MORE RECEIVERS PLAY SKY; VERSUS ONE RECEIVER, PLAY "CLOUD".

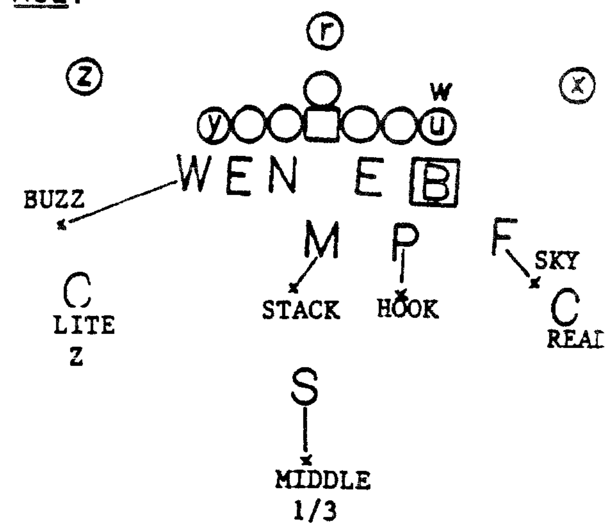
RIGHT CORNER: ALIGN LEFT AND PLAY READ UNLESS IT IS A "CLOUD" SITUATION.

SLIDE LEFT COVER ROBIN ADJUSTMENTS

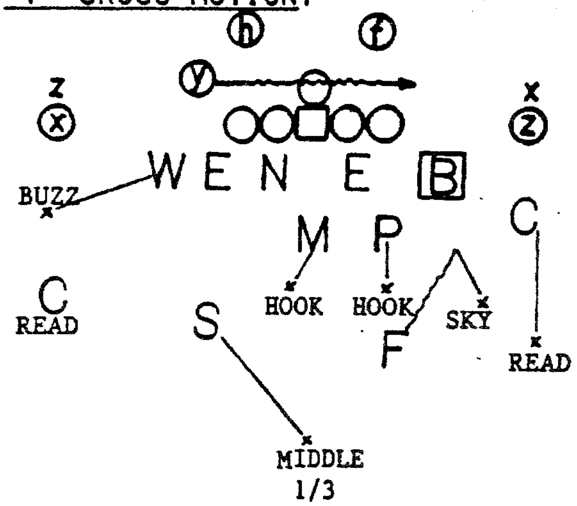
"Z" CROSS MOTION:



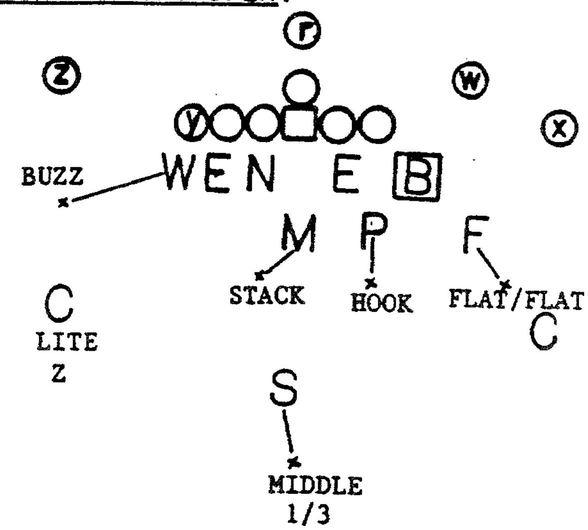
ACE:



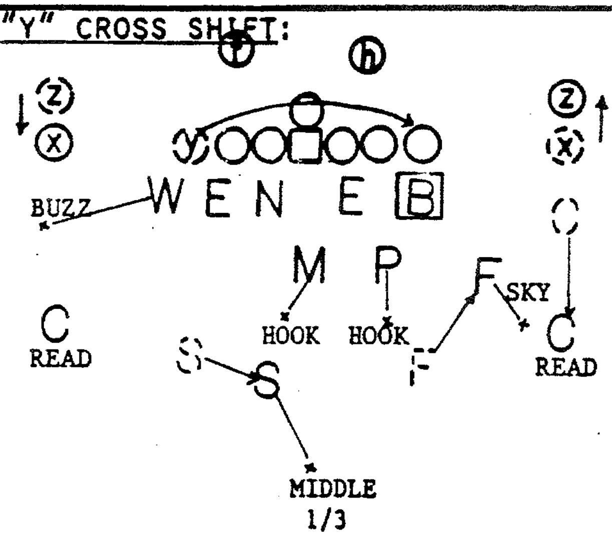
"Y" CROSS MOTION:



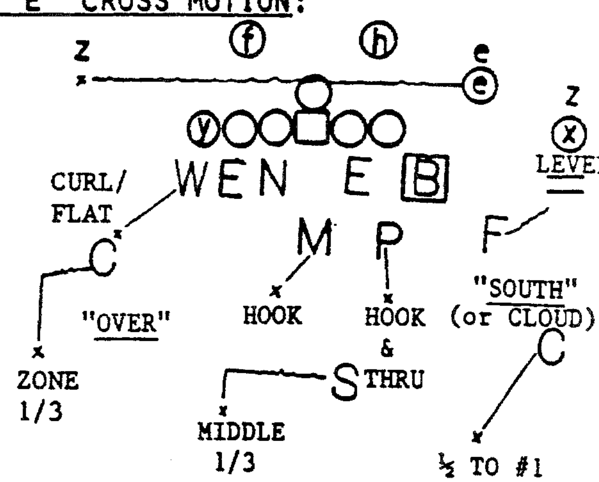
DOUBLE WING OPEN:



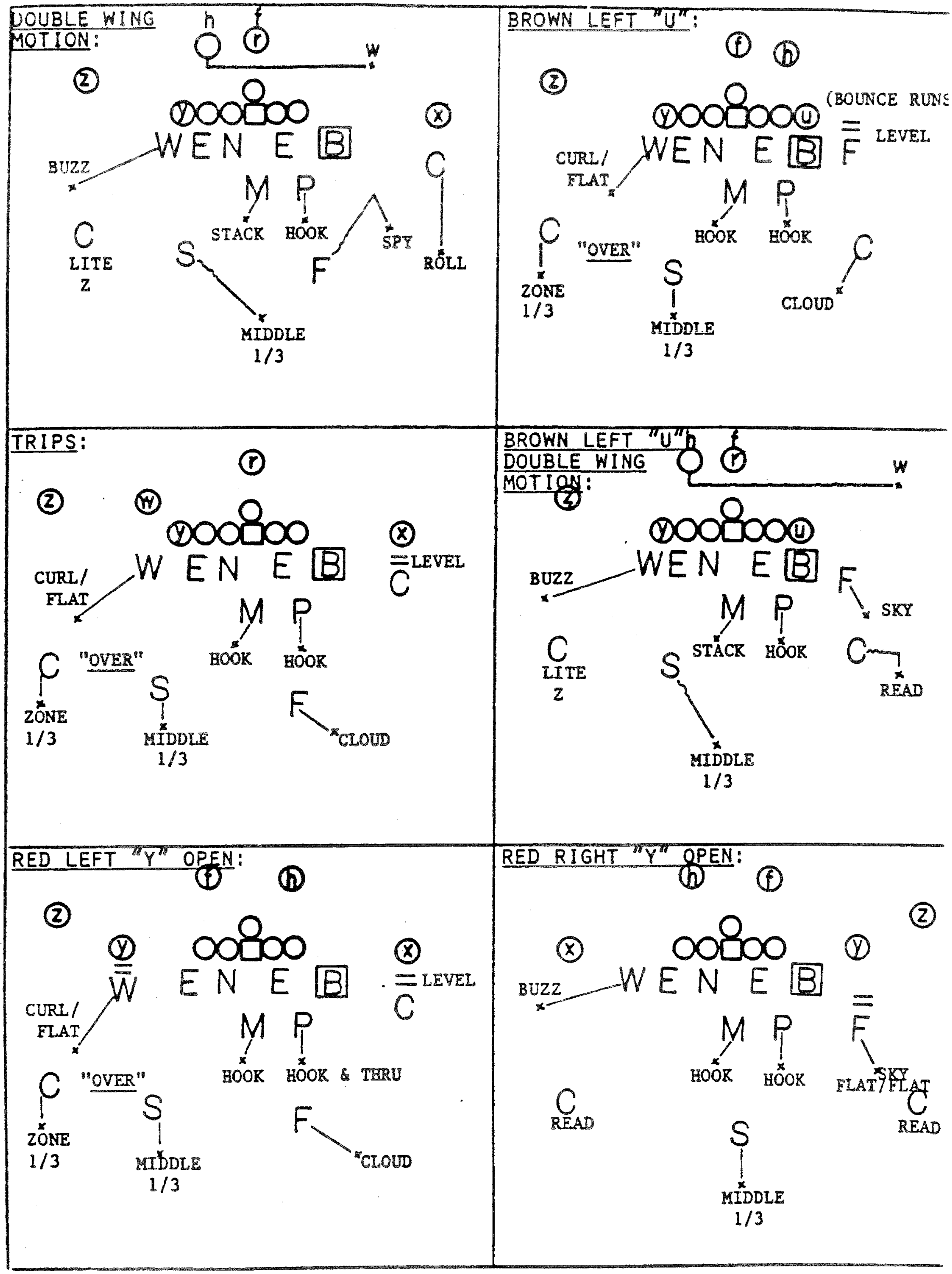
"Y" CROSS SHIFT:



"E" CROSS MOTION:



SLIDE LEFT COVER ROBIN ADJUSTMENTS



HOOPA 2/STAY (2/WING)

1- LINE, ELEPHANT AND MIKE ALIGN APACHE; LINE DOES NOT HAVE CONTAIN RUSH AND MAY GAME/INSIDE

2- ELEPHANT, FLAME OR STUD ACCORDING TO FORMATION

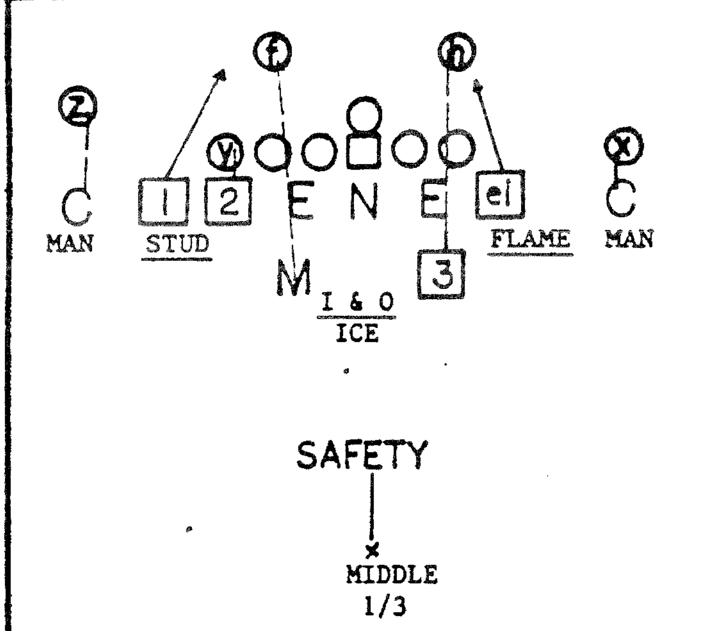
3- MIKE AND #3 I & O GREEN, BLUE, BROWN AND ICE (LOCK) RED; ONE/BACK/SETS: MIKE, MAN THE REMAINING/BACK AND #3 TAKE ALL WINGS (HOOPA COVER 2/WING #3 AND SAFETY MAY BUMP WINGS/SOLID)

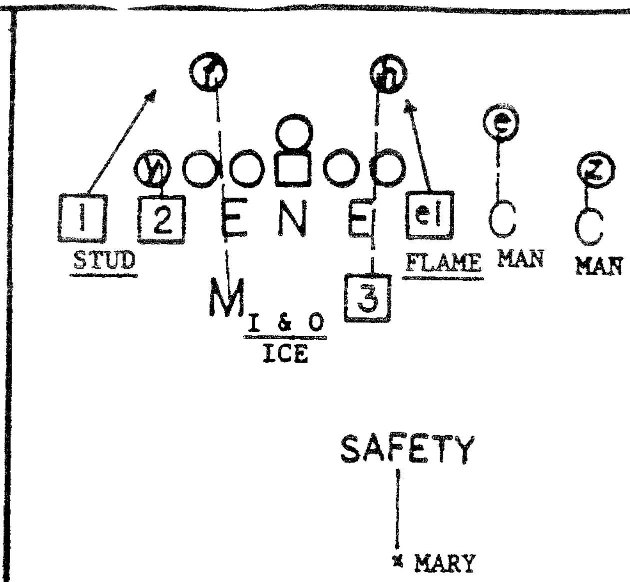
4- #2 MAN THE RECEIVER IN THE "Y" POSITION; ALERT "C" GAP CONTROL VERSUS TIGHT/END

5- #1 STUD OR SQUEEZE ACCORDING TO FORMATION

6- SAFETY, ALERT OUTSIDE RUN INTO SQUEEZE/FLAME; COULD BUMP WING/SOLID WHEN PLAYING HOOPA COVER 2/WING

HOOPA 2/STAY (2/WING)





NUMBER 1: STUD; WHEN IN SPACE, SQUEEZE.

NUMBER 2: MAN "Y".

NUMBER 3: MAN THE HALFBACK (ALERT I & O) AND TAKE ALL WINGS; WHEN PLAYING COVER 2/WING AND IN HOOPA IT IS POSSIBLE TO "BUMP" WITH SAFETY VERSUS WING/SOLID.

MIKE: MAN FULLBACK (ALERT I & O); TAKE REMAINING/BACK VERSUS ONE/BACK/SET.

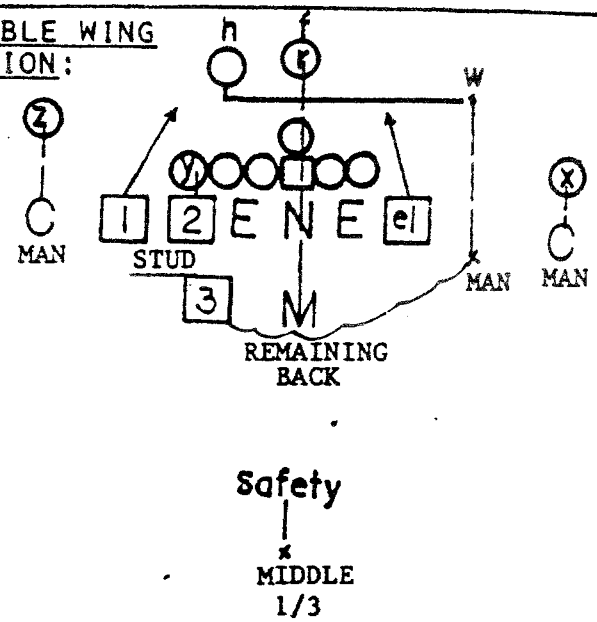
ELEPHANT: FLAME WHEN IN SPACE AND STUD WHEN SET TO A "Y".

SAFETY: DEFEND THE MIDDLE 1/3; ALERT POSSIBLE BUMP VERSUS WING/SOLID AND PLAYING HOOPA COVER 2/WING.

CORNERS: MAN (ALERT TOUGH).

LINE: NO PASS/RUSH CONTAIN; CAN GAME INSIDE.

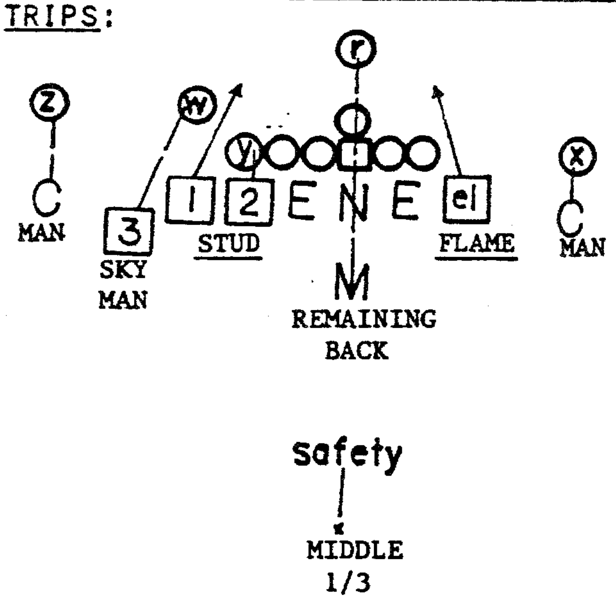
DOUBLE WING MOTION:



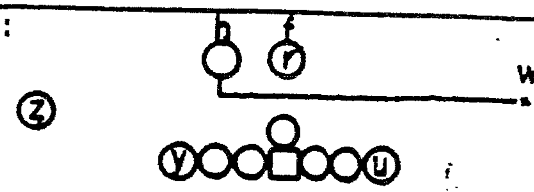
"U":



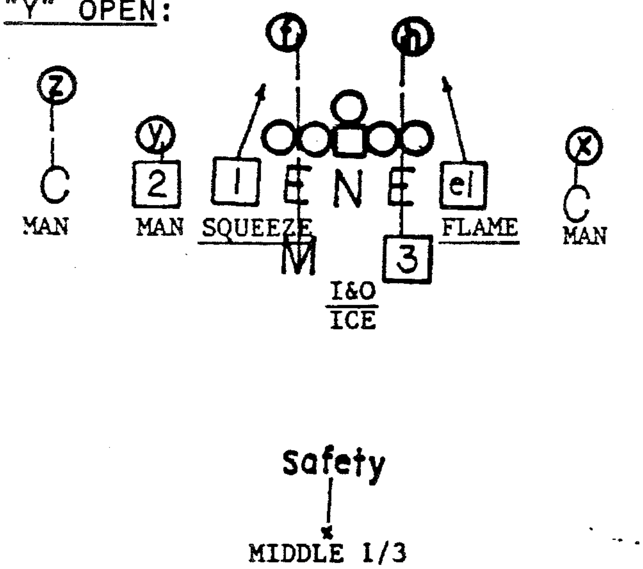
TRIPS:



"U":



"Y" OPEN:





****SAFETY: ALERT SQUEEZE & FLAME

SIOUX COVER 3 SPECIAL

1- ELEPHANT, LINE AND MIKE APACHE; MIKE BASE THE SOLID/END VERSUS ALIGNED OR MOTION TO SLOT/FORMATION AND "Y" CROSS (WE WILL THEN BE IN EAGLE (HAWK)/DEFENSE, SO NOSE CHEAT; MOTION FROM SLOT TO FLANKER, SOLID/END STAYS BASE

2- ELEPHANT, ALIGN AND FLAME/FLEX

3- MIKE DEFEND THE WEAK/HOOK

4- CORNERS PLAY COVER 3 RULES; USE ROLL/TECHNIQUE VERSUS FLANKER/FORMATION: CORNER OPPOSITE FLANKER (SET WEAK) PLAY ZEBRA (ROLL/ZONE)

5- NUMBER/1 (STRONG SAFETY POSITION): FLANKER, SKY AND ADJUST TO "Y" CROSS; SLOT, PLAY COMET

6- NUMBER/2 (BUCK POSITION): FLANKER, DEFEND THE "C" GAP AND STRONG/HOOK; SLOT, COMET

7- NUMBER/3 (PLUGGER POSITION): FLANKER, DEFEND THE CURL/FLAT; SLOT, DEFEND THE STRONG/HOOK; ADJUST TO ALL WINGS/FLEX, BUMP TO LEVERAGE AND PLAY ZEBRA/CURL/FLAT; ELEPHANT, WILL BE FLAME, ALERT FLEX/SIDE OUTSIDE RUNS

8- SAFETY: DEFEND THE MIDDLE 1/3; ALERT FLEX/SIDE OUTSIDE RUNS (ELEPHANT IS FLAME)

****9- STRONG SAFETY: VERSUS "Y" CROSS/SHIFT AUTO "LARK/ROBIN"

SIOUX COVER 3 SPECIAL

1- ELEPHANT, LINE AND MIKE APACHE; MIKE BASE THE SOLID/END VERSUS ALIGNED OR MOTION TO SLOT/FORMATION AND "Y" CROSS (WE WILL THEN BE IN EAGLE (HAWK)/DEFENSE, SO NOSE CHEAT; MOTION FROM SLOT TO FLANKER, SOLID/END STAYS BASE

2- ELEPHANT, ALIGN AND FLAME/FLEX

3- MIKE DEFEND THE WEAK/HOOK

4- CORNERS PLAY COVER 3 RULES; USE ROLL/TECHNIQUE VERSUS FLANKER/FORMATION: CORNER OPPOSITE FLANKER (SET WEAK) PLAY ZEBRA (ROLL/ZONE)

5- NUMBER/1 (STRONG SAFETY POSITION): FLANKER, SKY AND ADJUST TO "Y" CROSS; SLOT, PLAY COMET

6- NUMBER/2 (BUCK POSITION): FLANKER, DEFEND THE "C" GAP AND STRONG/HOOK; SLOT, COMET

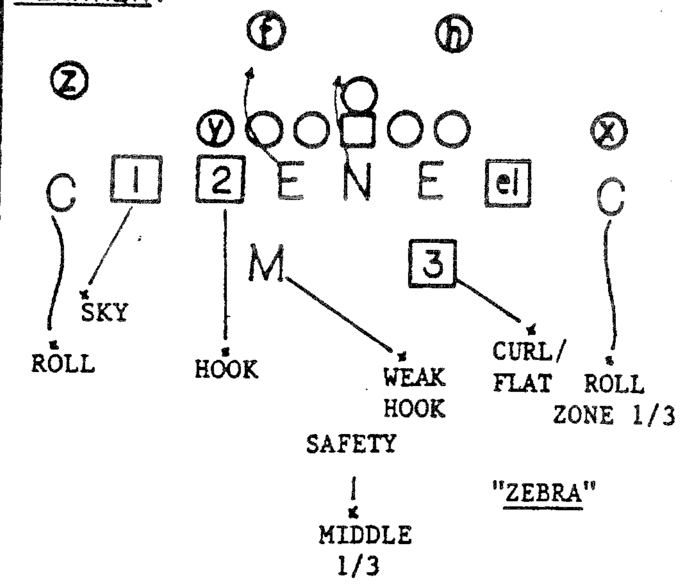
7- NUMBER/3 (PLUGGER POSITION): FLANKER, DEFEND THE CURL/FLAT; SLOT, DEFEND THE STRONG/HOOK; ADJUST TO ALL WINGS/FLEX, BUMP TO LEVERAGE AND PLAY ZEBRA/CURL/FLAT; ELEPHANT, WILL BE FLAME, ALERT FLEX/SIDE OUTSIDE RUNS

8- SAFETY: DEFEND THE MIDDLE 1/3; ALERT FLEX/SIDE OUTSIDE RUNS (ELEPHANT IS FLAME)

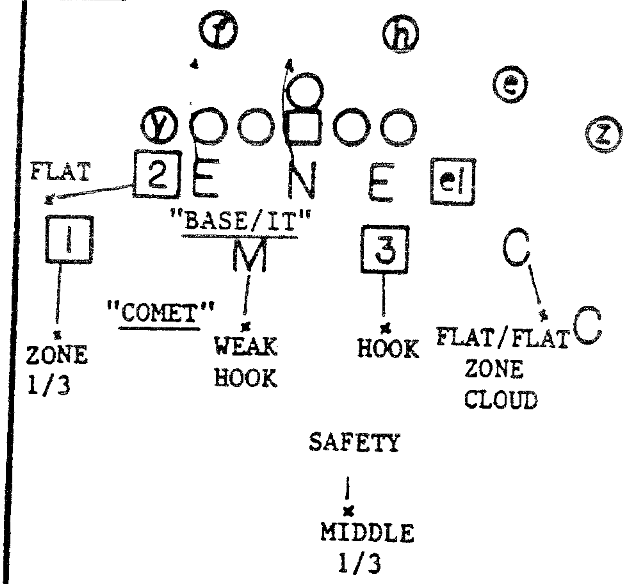
****9- STRONG SAFETY: VERSUS "Y" CROSS/SHIFT AUTO "LARK/ROBIN"

SIOUX COVER 3 SPECIAL

FLANKER:



SLOT:



#2: FLANKER: DEFEND THE HOOK AND "C" GAP VERSUS RUN; SLOT "COMET".

MIKE: DEFEND THE WEAK/HOOK; BASE SOLID/END VERSUS ALIGNED OR MOTIONE TO SLOT.

#3: FLANKER: DEFEND CURL/FLAT (ADJUST TO WINGS/FLEX); SLOT: DEFEND THE HOOK.

ELEPHANT: ALIGN FLEX AND FLAME.

STRONG CORNER: FLANKER: ROLL/READ; SLOT: FLAT/FLAT, ZONE OR CLOUD.

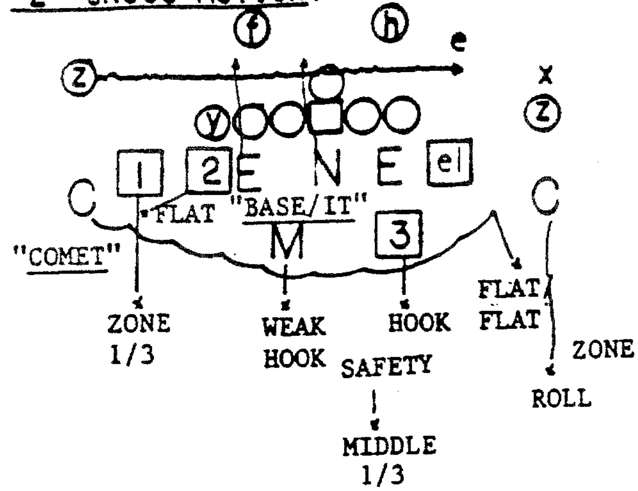
#1: FLANKER: SKY (FROM L.O.S.); SLOT: "COMET".

SAFETY: DEFEND THE MIDDLE 1/3.

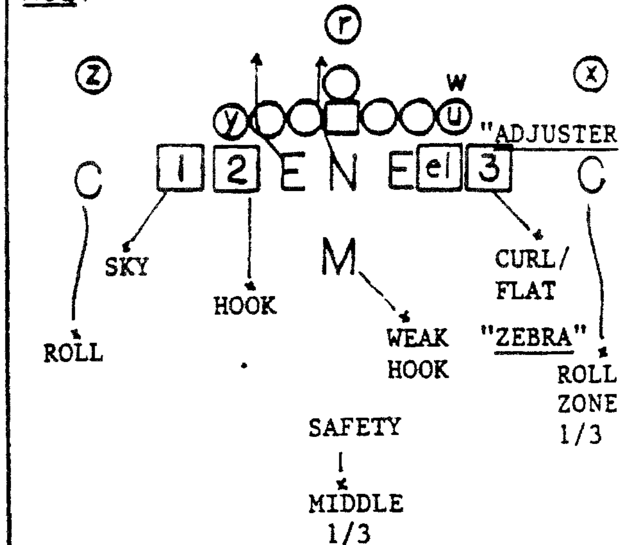
WEAK CORNER: FLANKER: ROLL/ZONE (ZEBRA); SLOT: FLAT/FLAT, ZEBRA OR CLOUD.

SIOUX COVER 3 SPECIAL ADJUSTMENTS

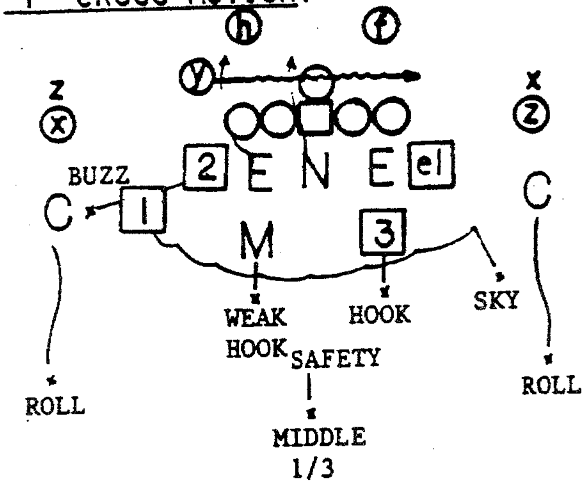
"Z" CROSS MOTION:



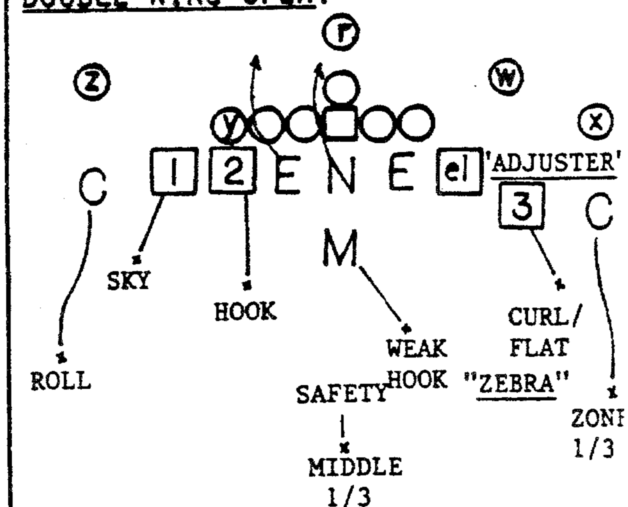
ACE:



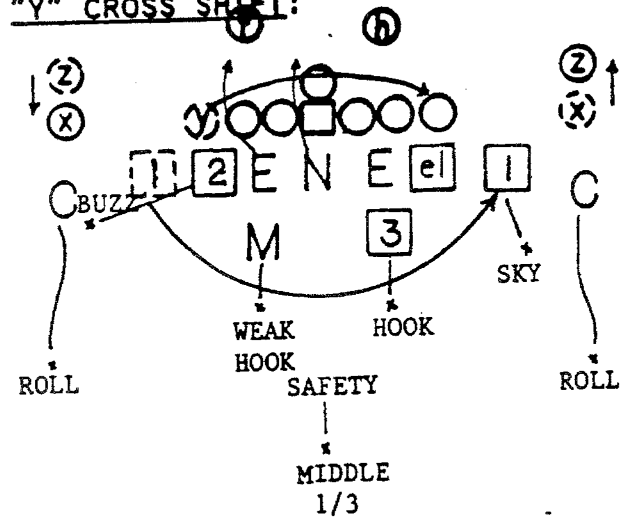
"Y" CROSS MOTION:



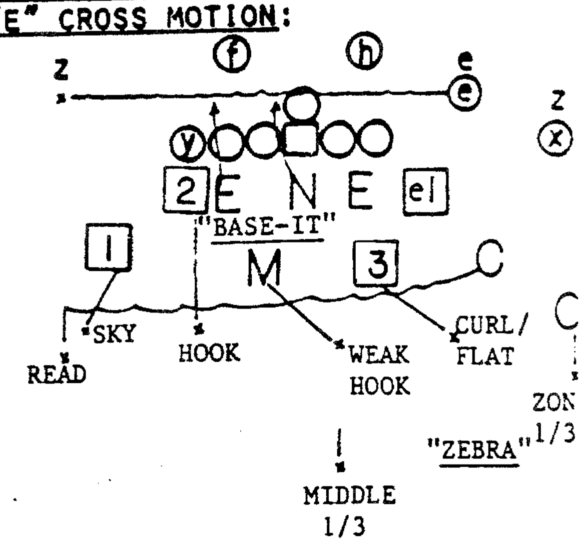
DOUBLE WING OPEN:



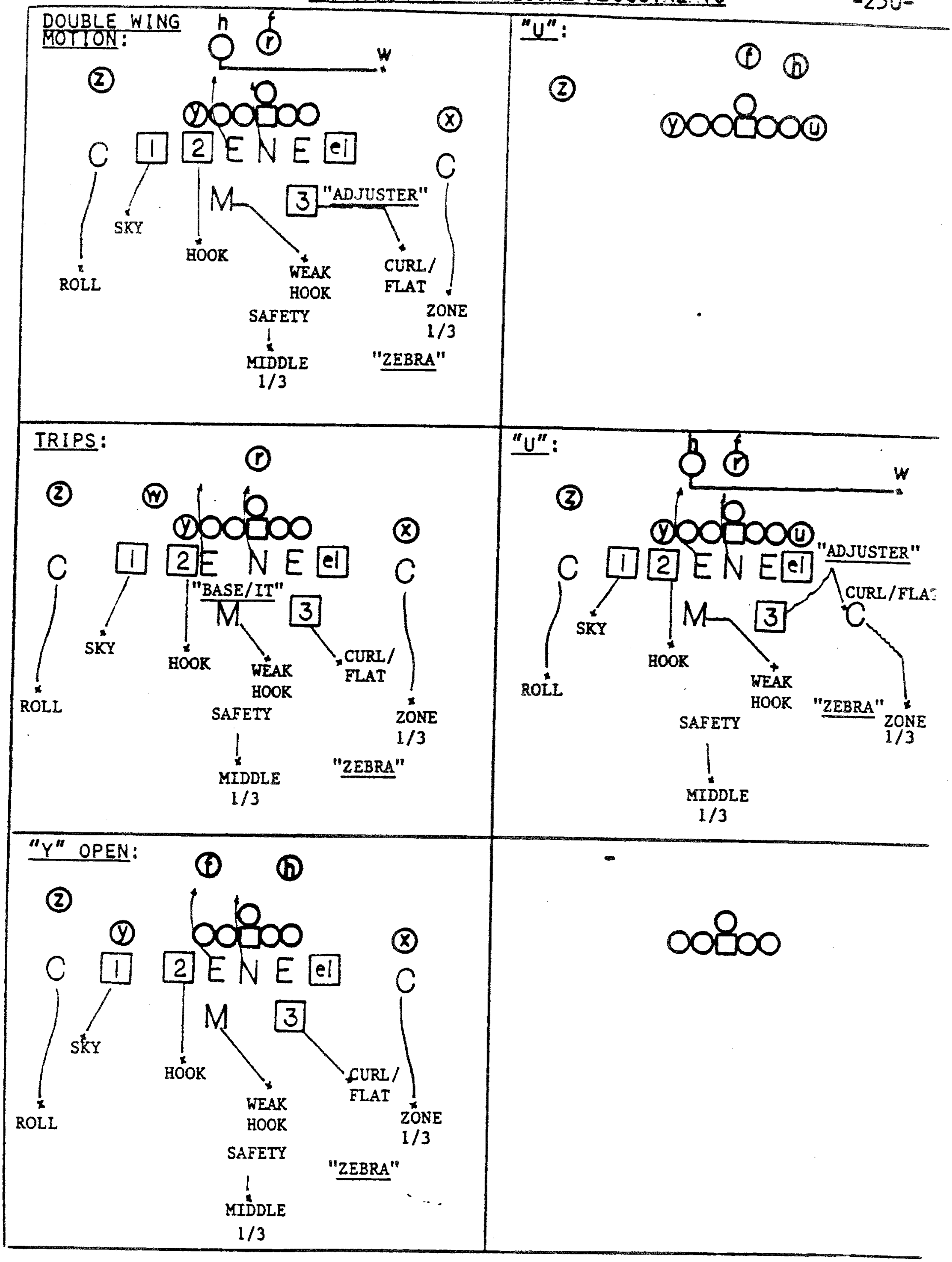
"Y" CROSS SHIFT:



"E" CROSS MOTION:

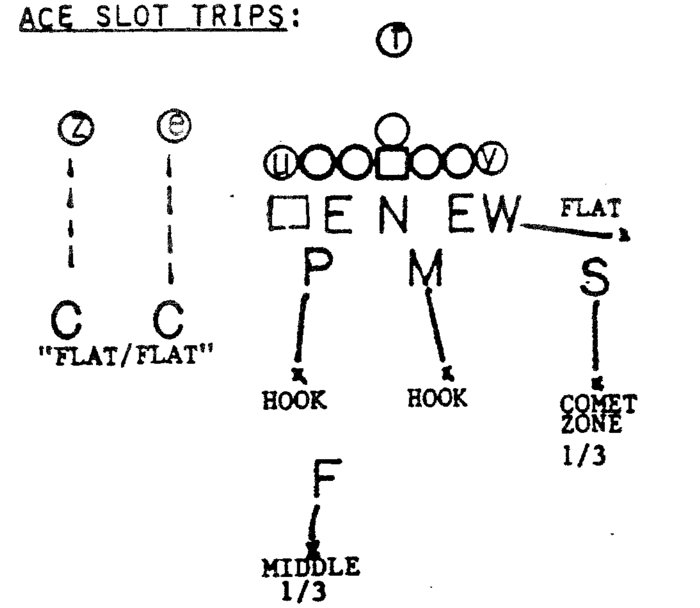


SIOUX COVER 3 SPECIAL ADJUSTMENTS

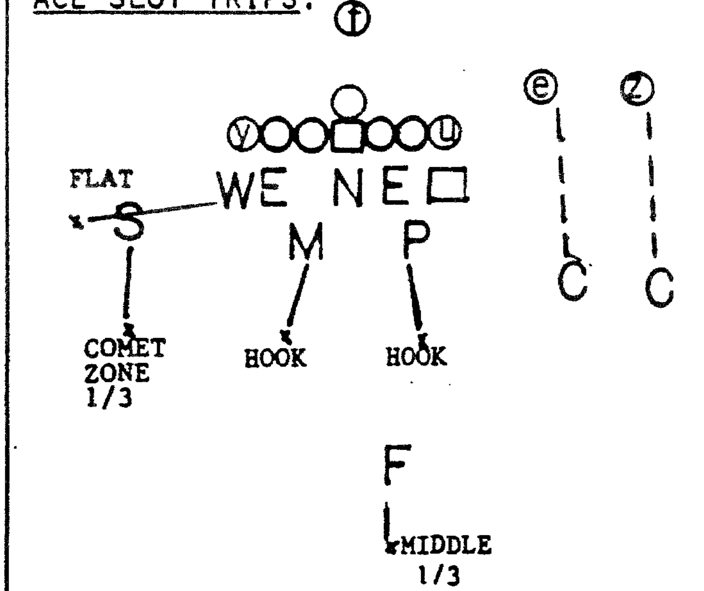


TOPEKA AUTO TO ACE SLOT TRIPS

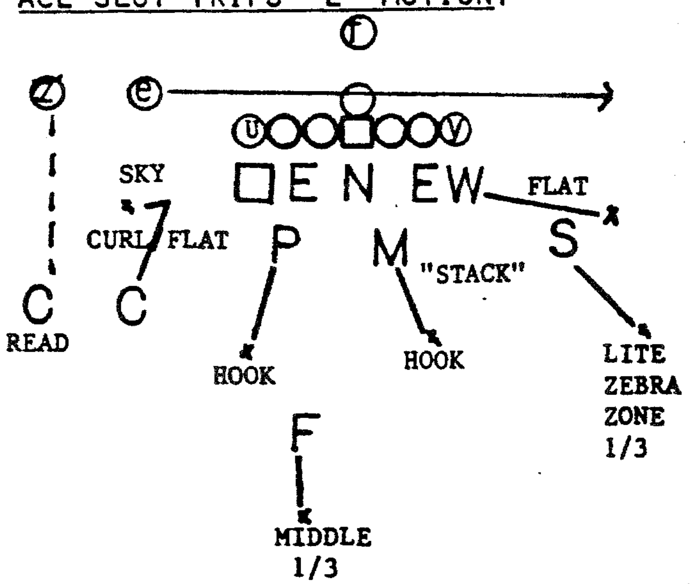
ACE SLOT TRIPS:



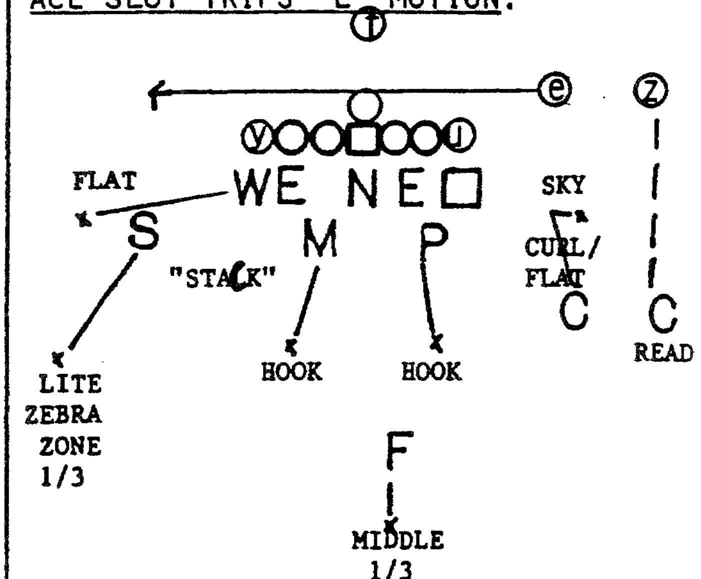
ACE SLOT TRIPS:



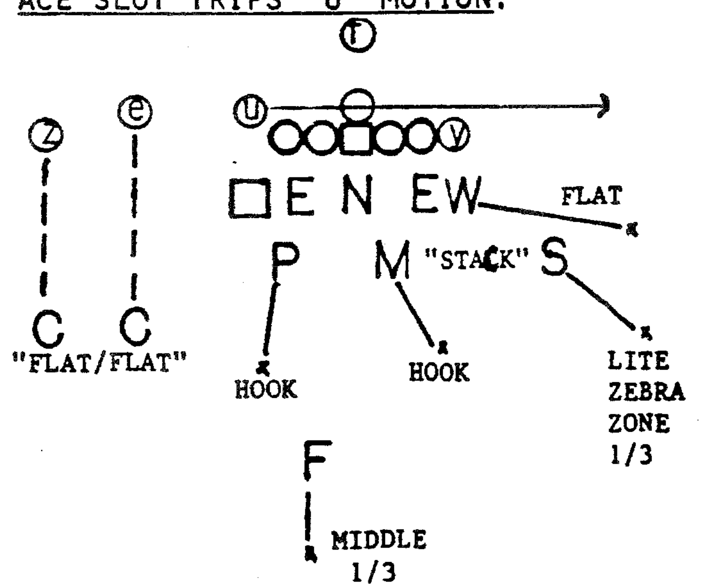
ACE SLOT TRIPS 'E' MOTION:



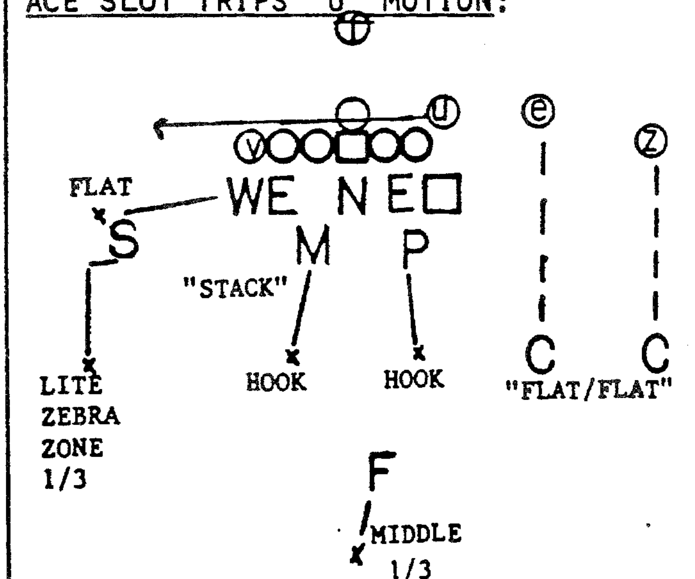
ACE SLOT TRIPS 'E' MOTION:



ACE SLOT TRIPS 'U' MOTION:

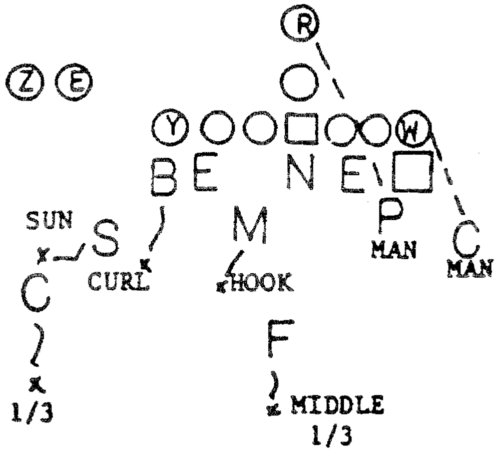


ACE SLOT TRIPS 'U' MOTION:



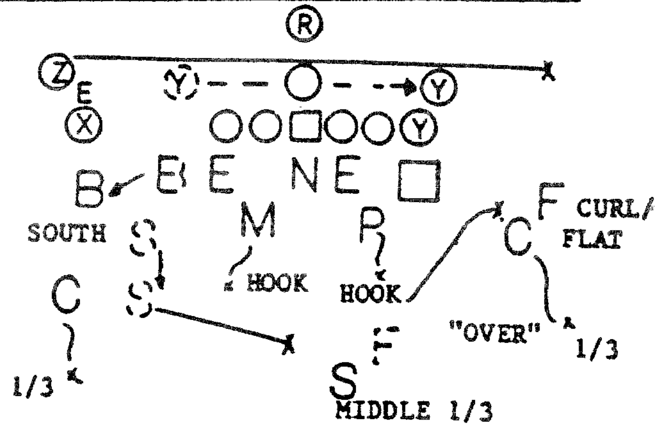
"TULSA" AUTO TO ACE SLOT TRIPS

ACE SLOT TRIPS LEFT:



**** PLAY "6" TO TRIPS

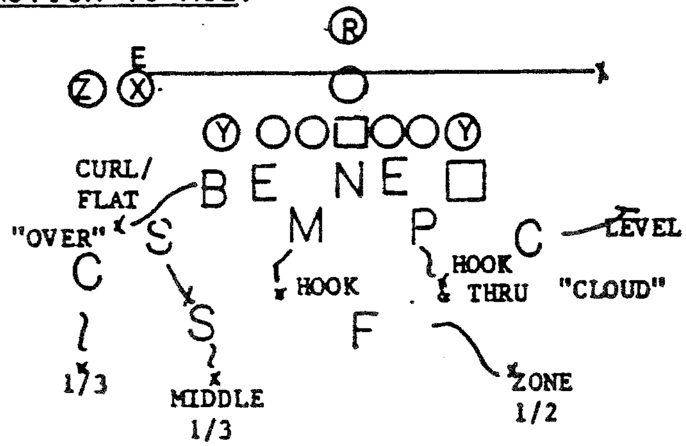
SHIFT/MOTION TO PAIR TRIPS RIGHT:



"Y" SHIFT RIGHT = OVER LEFT/CLOUD RIGHT

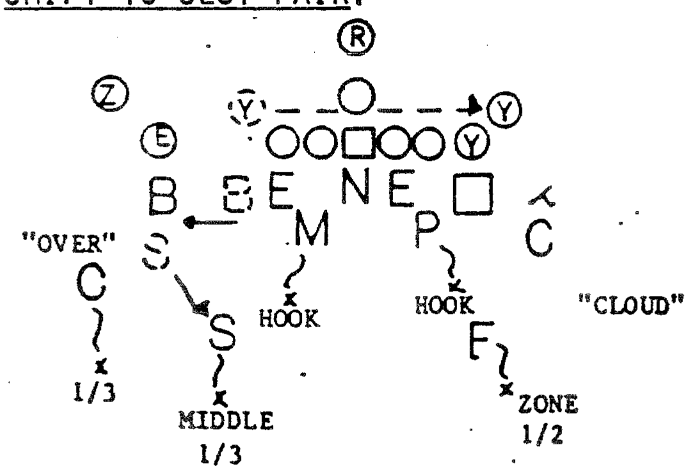
"Y" SHIFT RIGHT & WR MOTIONS RIGHT = SOUTH LEFT/OVER RIGHT

MOTION TO ACE:



****OVER LEFT/CLOUD RIGHT

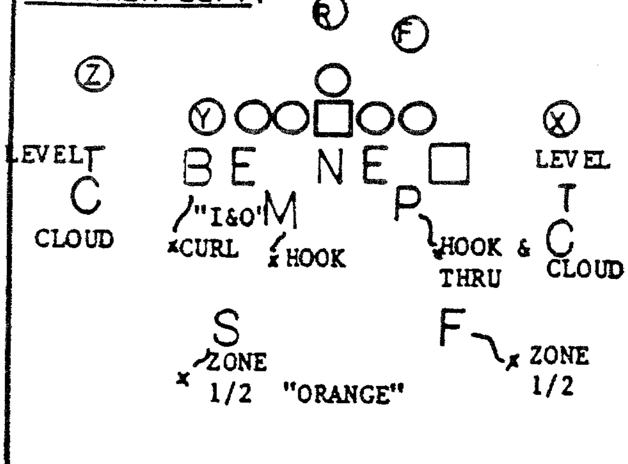
SHIFT TO SLOT PAIR:



**** OVER LEFT/CLOUD RIGHT

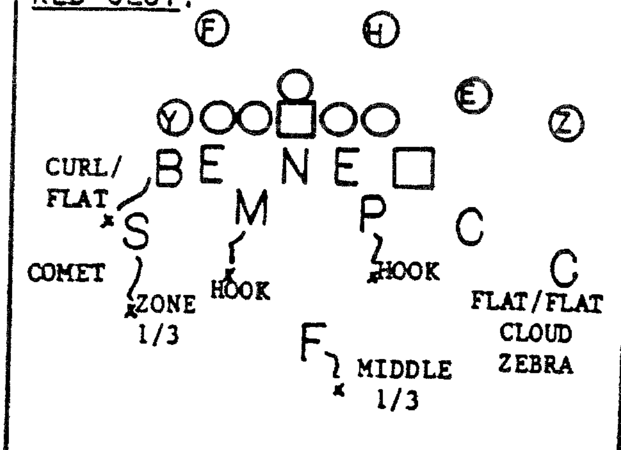
"TOMATO" (ORANGE OR SEATTLE)

FLANKER LEFT:



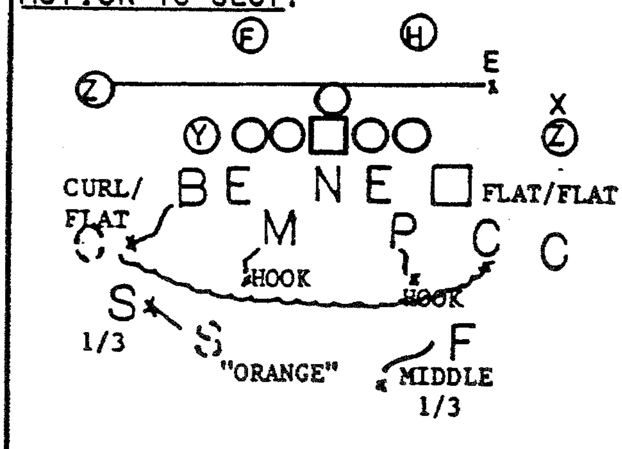
****PLAY COVER 9

RED SLOT:



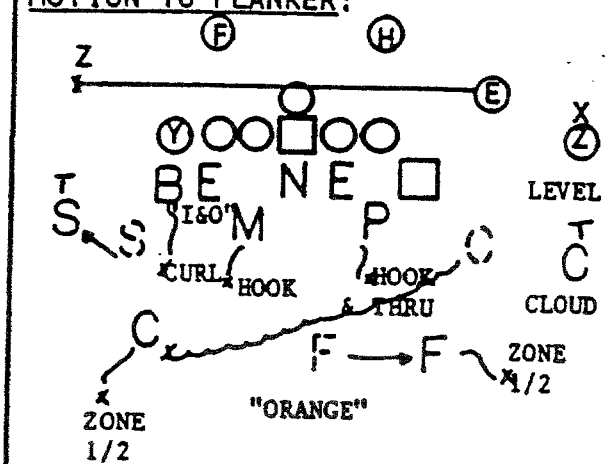
****PLAY COVER 3

MOTION TO SLOT:



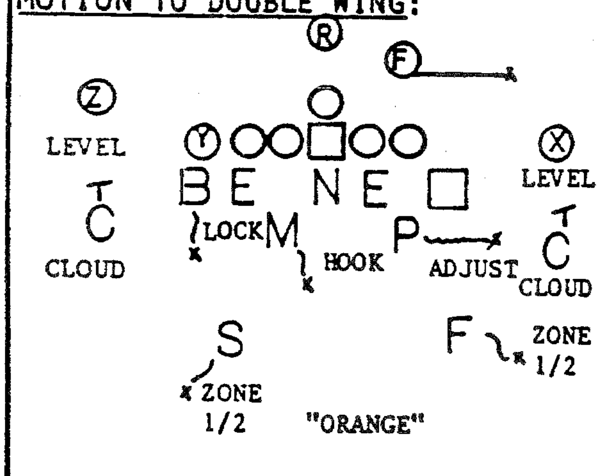
****PLAY COVER 9 TO 3

MOTION TO FLANKER:



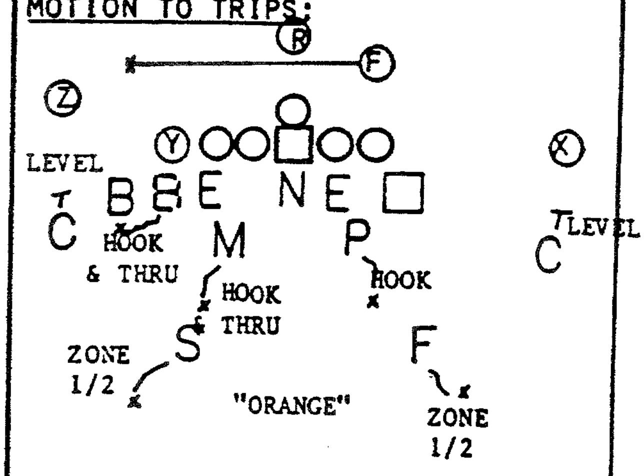
****COVER 3 TO 9

MOTION TO DOUBLE WING:



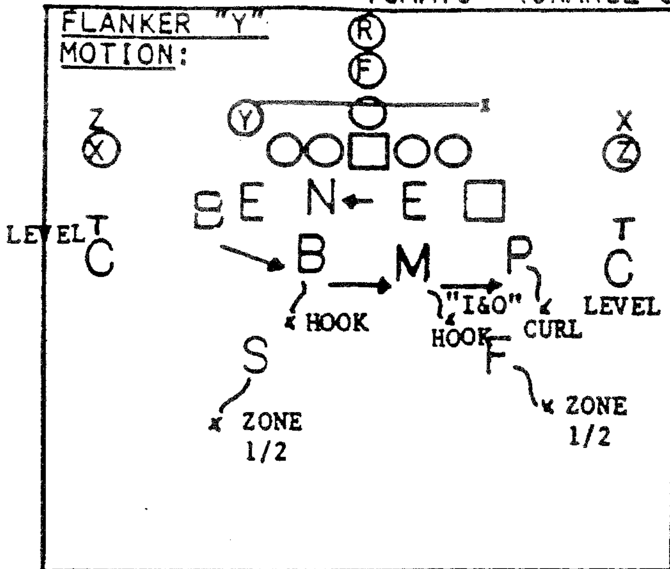
****STAY 9 PLUGGER ADJUST

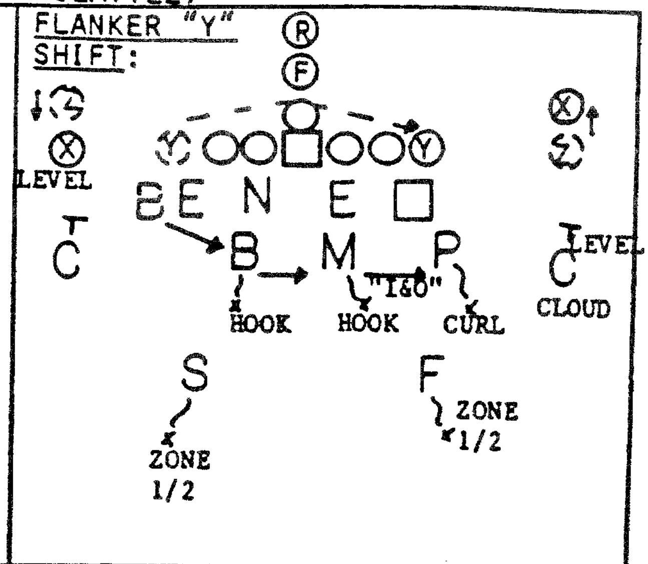
MOTION TO TRIPS:

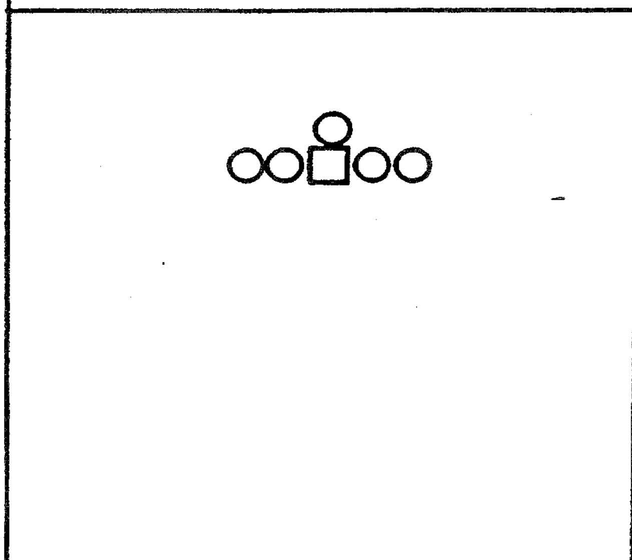


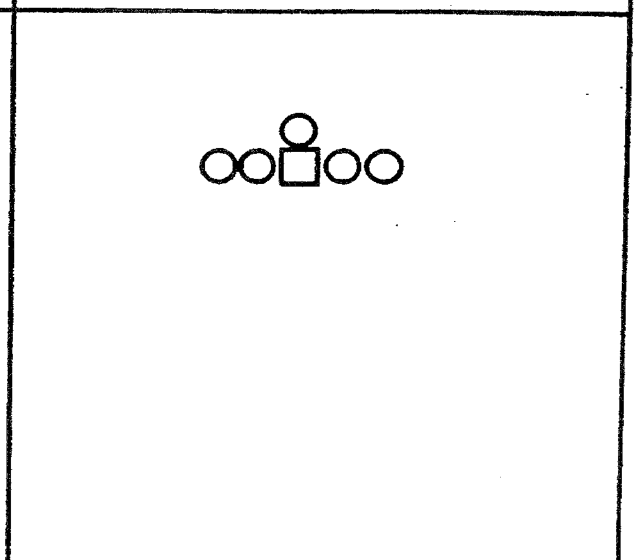
****STAY 9 BUCK & MIKE "BOSS"

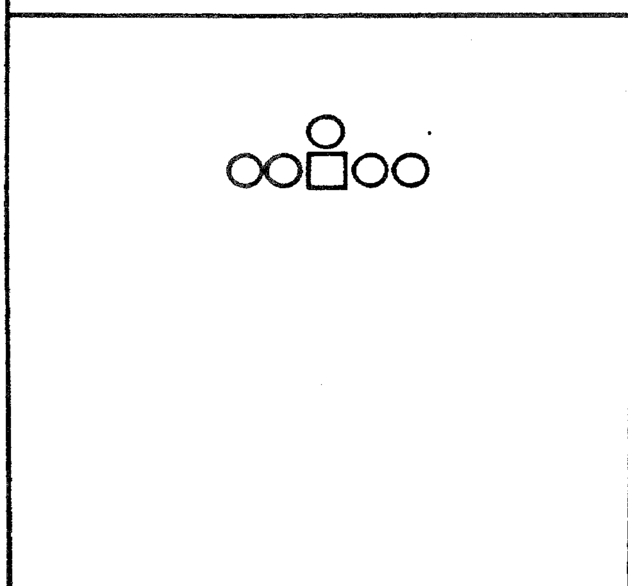
"TOMATO" (ORANGE OR SEATTLE)

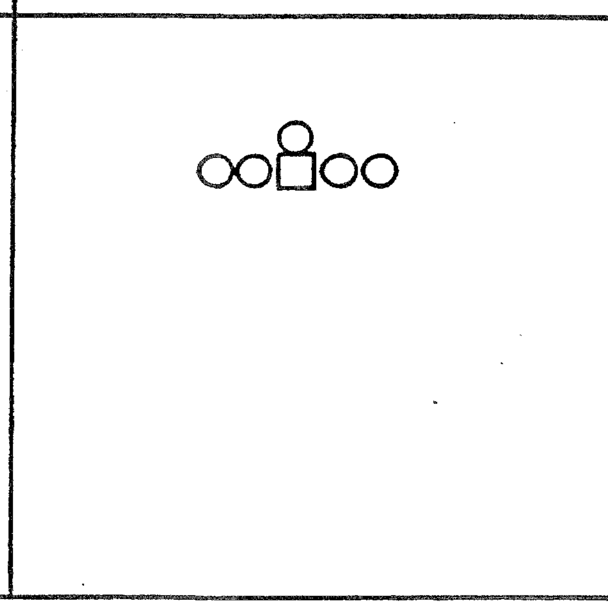








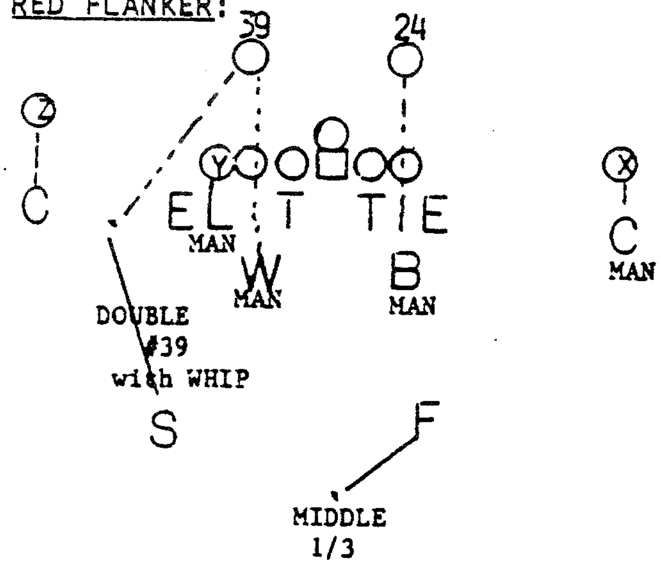




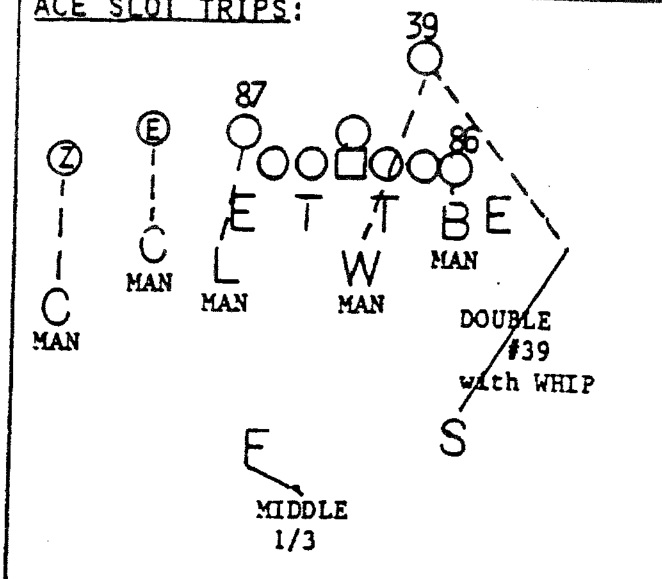
NICKEL AUTOMATICS

TOMAHAWK

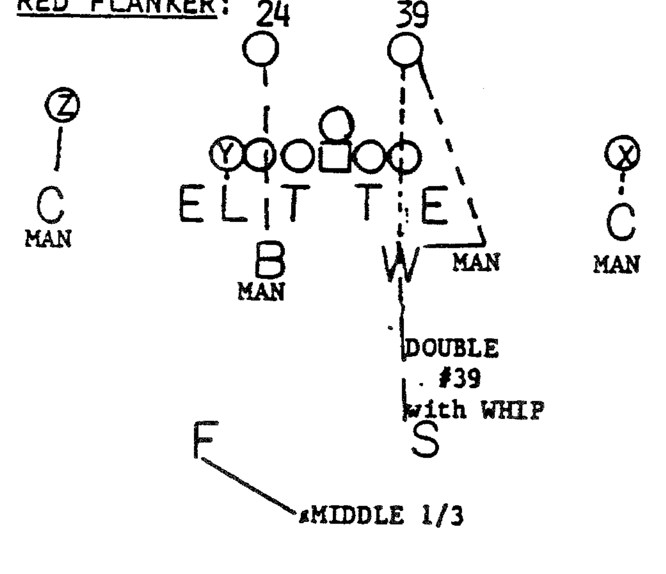
RED FLANKER:



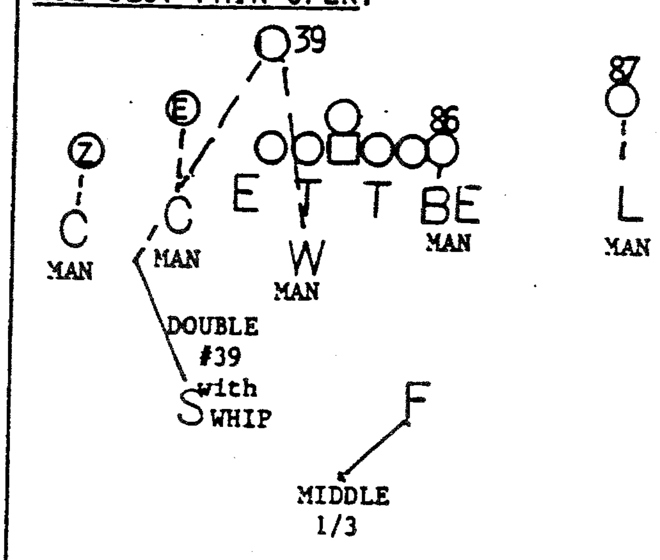
ACE SLOT TRIPS:



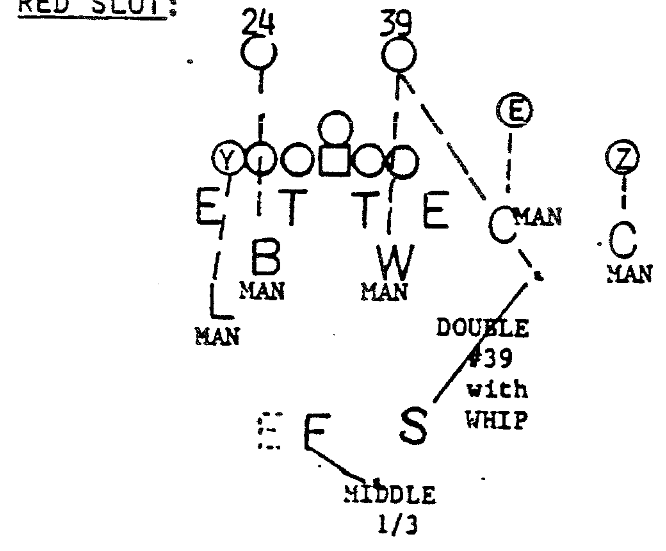
RED FLANKER:



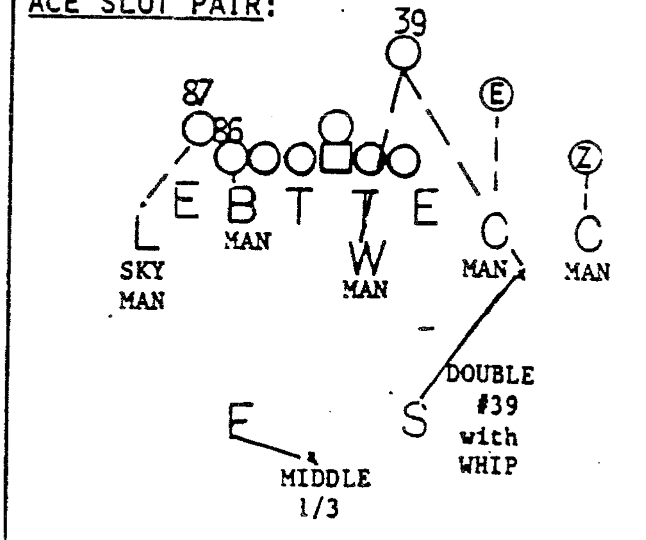
ACE SLOT PAIR OPEN:



RED SLOT:



ACE SLOT PAIR:



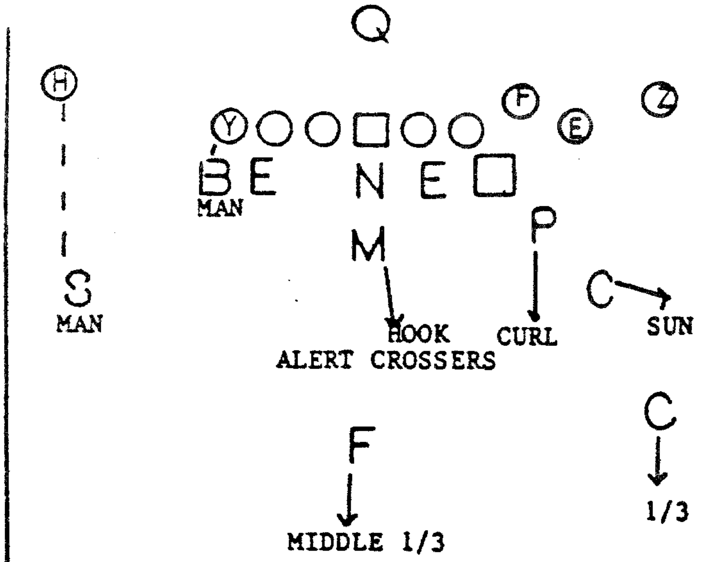
AUTO "6" -VS- EMPTY

1- LINE ALIGN "EAGLE"

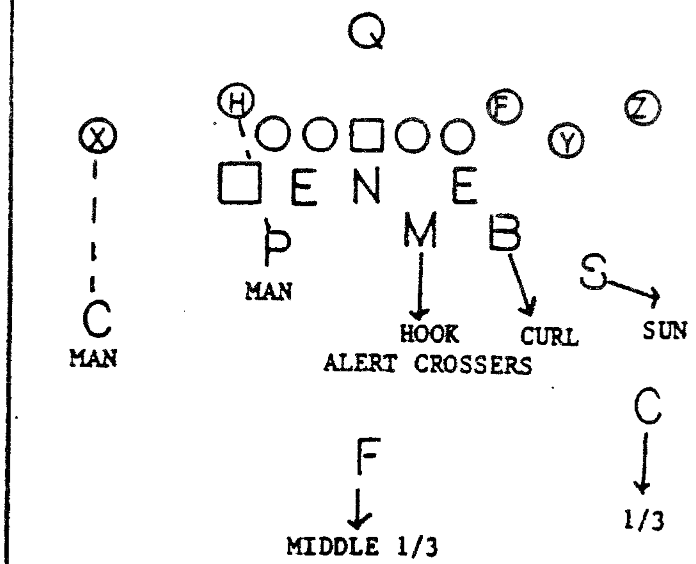
2- SECONDARY/LINEBACKERS ALIGN TO FORMATION (IE: SLOT, BASE); IF EMPTY AUTOMATIC TO COVER 6; PLAY 6 TO TRIPS SIDE; IF TRIPS SIDE CHANGES WITH MOTION OR SHIFT PLAY 6 TO NEW TRIPS SIDE

AUTO "6" -vs- EMPTY

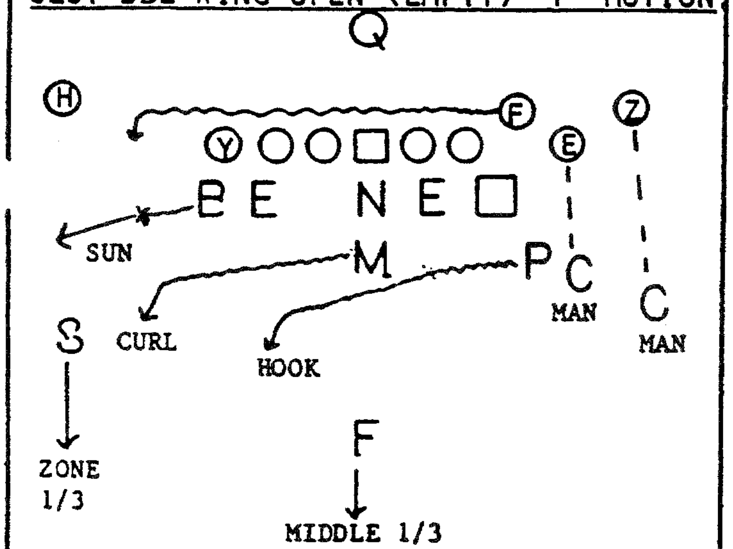
SLOT DBL WING OPEN (EMPTY):



RED "Y" OPEN (EMPTY):

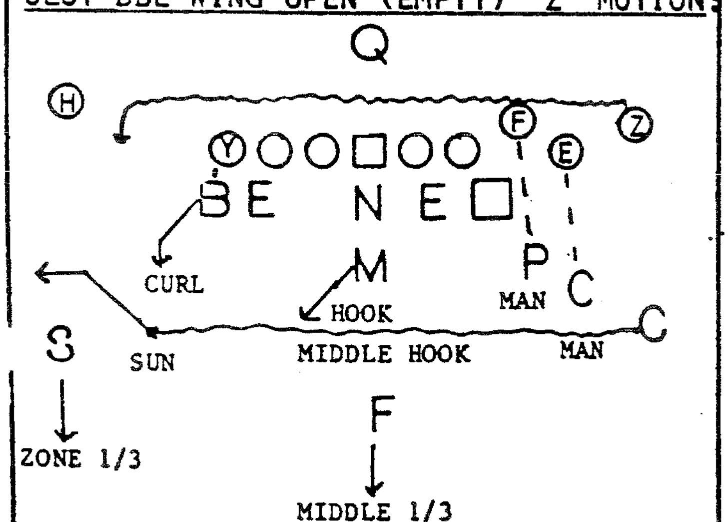


SLOT DBL WING OPEN (EMPTY) "F" MOTION:





SLOT DBL WING OPEN (EMPTY) "Z" MOTION:





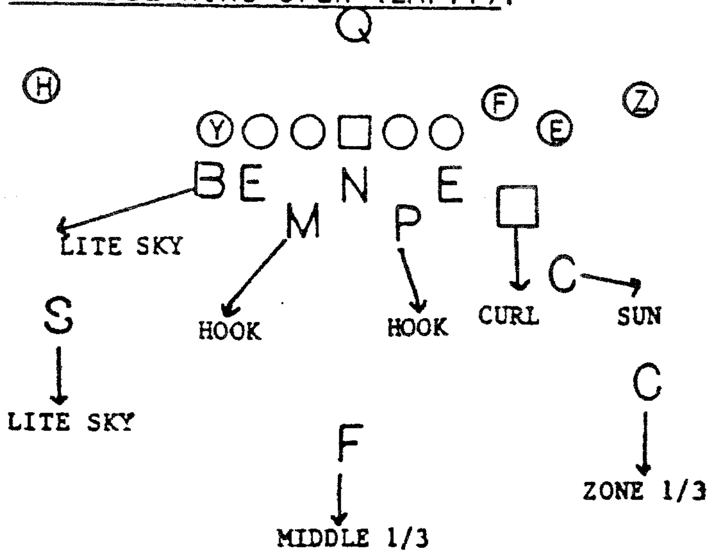
"TOP/TOP" -VS- EMPTY

1- LINE ALIGN IN "30"

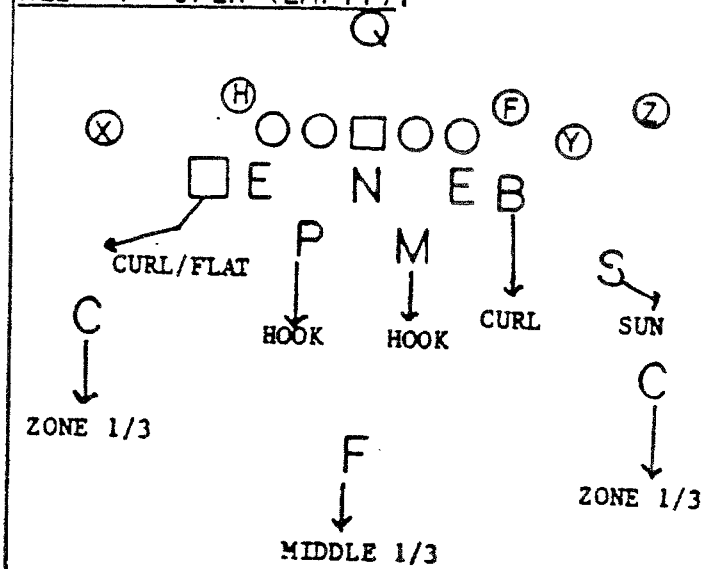
2- SECONDARY/LINEBACKERS ALIGN TO FORMATION (IE: SLOT, BASE); IF EMPTY AUTOMATIC TO "TOP/TOP"; PLAY SUN TO TRIPS SIDE; IF SLOT TRIPS EMPTY AND BACK MOTION/SHIFT TO FORM NEW TRIPS ELEPHANT ADJUST AND PLAY CURL TO TRIPS SIDE; IF "E" OR "Z" MOTION TO FORM TO NEW TRIPS CORNER ADJUSTS AND PLAYS SUN

AUTO "TOP/TOP" -vs- EMPTY

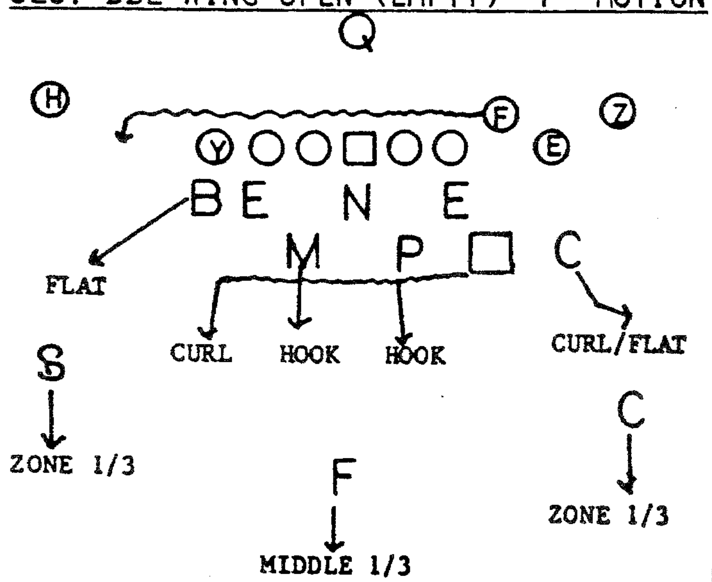
SLOT DBL WING OPEN (EMPTY):



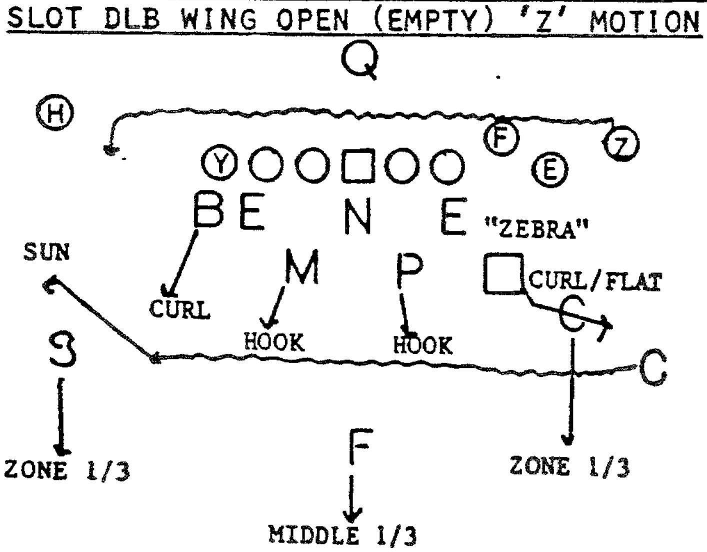
RED "Y" OPEN (EMPTY):



SLOT DBL WING OPEN (EMPTY) 'F' MOTION:



SLOT DLB WING OPEN (EMPTY) 'Z' MOTION:



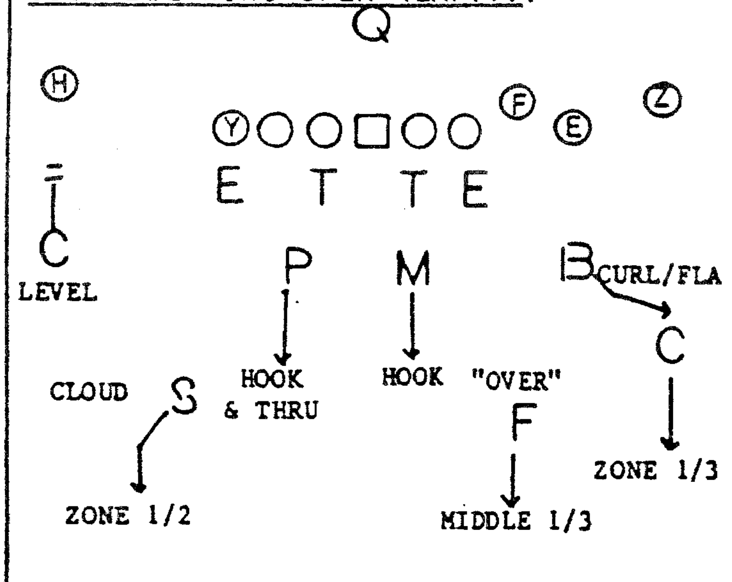
AUTO "MADISON" -vs- EMPTY

1- LINE ALIGN "PRO"

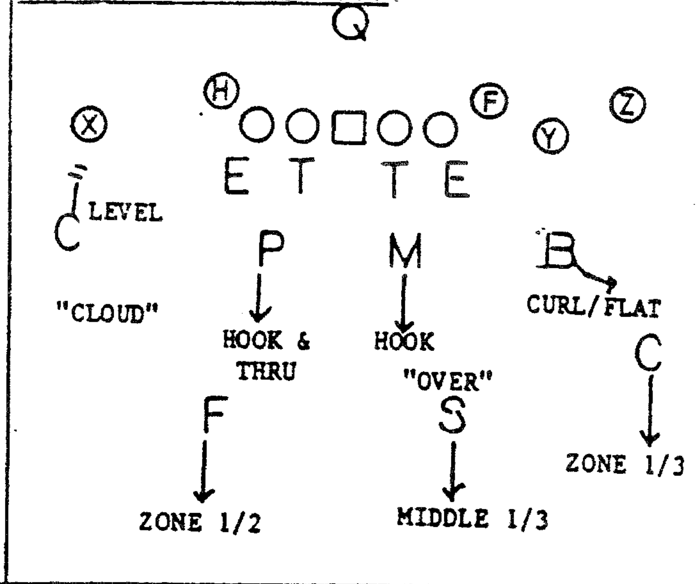
2- SECONDARY/LINEBACKERS ALIGN TO FORMATION; IF EMPTY PLAY CLOUD TO TWO (2) RECEIVER SIDE AND OVER TO THREE (3) RECEIVER SIDE; IF MOTION OR SHIFT TO FORM NEW TRIPS SIDE SECONDARY/LINEBACKERS ADJUST AND PLAY OVER TO TRIPS AND CLOUD TO TWO (2) RECEIVER SIDE

AUTO "MADISON" -vs- EMPTY

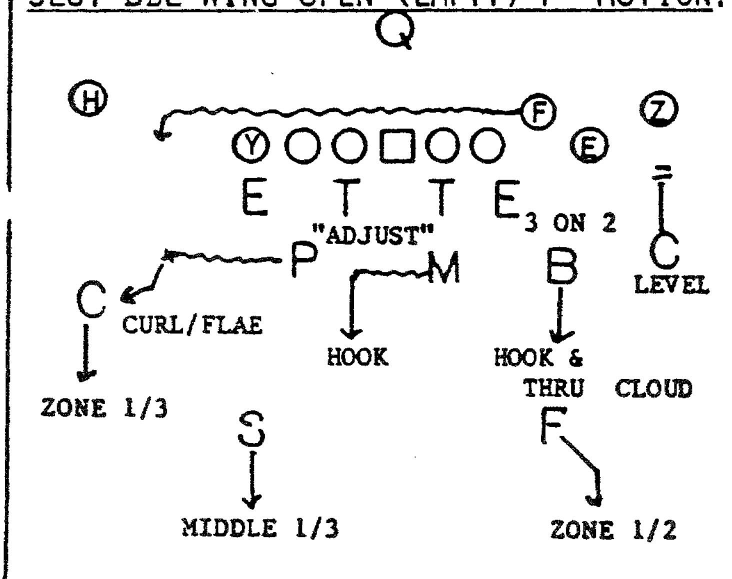
SLOT DBL WING OPEN (EMPTY):



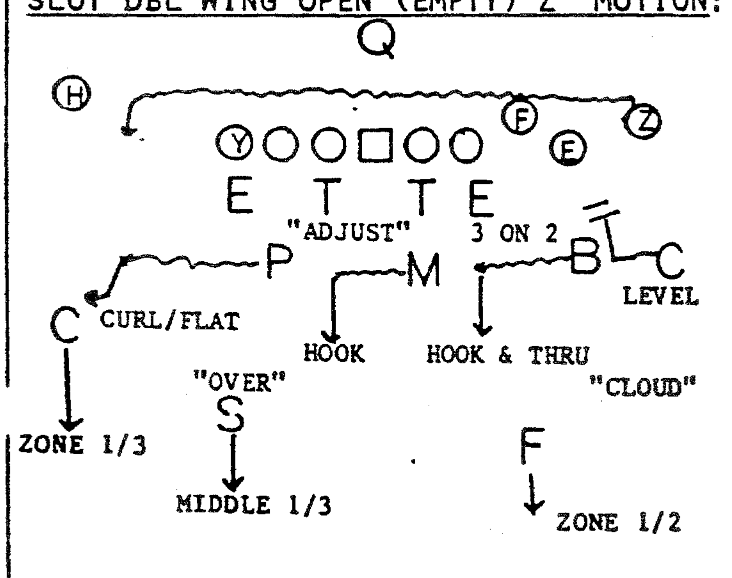
RED "Y" OPEN (EMPTY):



SLOT DBL WING OPEN (EMPTY)'F' MOTION:



SLOT DBL WING OPEN (EMPTY)'Z' MOTION:



BASE RAINBOW

1- CORNERS, BUCK AND PLUGGER ALIGN LEFT AND RIGHT; MIKE ALIGN IN MIDDLE; STRONG SAFETY/FREE SAFETY ALIGN LEFT AND RIGHT

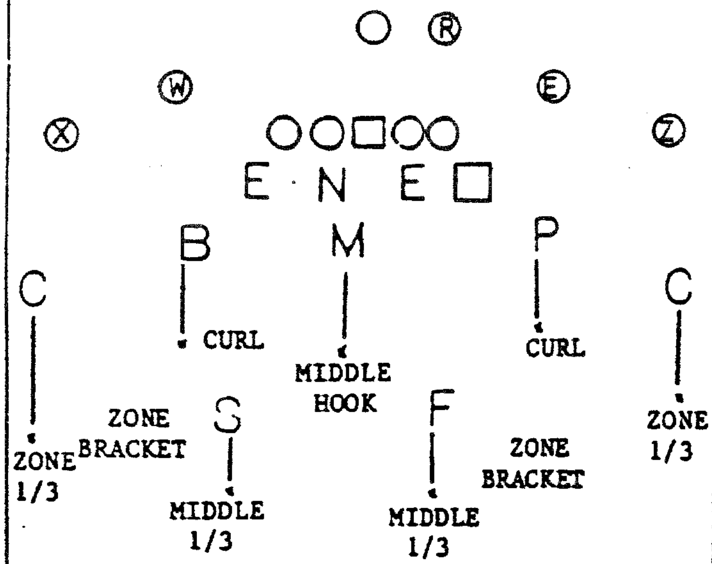
2- BUCK AND PLUGGER VERSUS "2 & 2" YOU HAVE CURL TO YOUR SIDE; MIKE HAS MIDDLE/HOOK; THIS IS PLAYED PURE/ZONE

3- CORNERS AND SAFETIES VERSUS "2 & 2" PLAY ZONE/BRACKET ON THE TWO (2) RECEIVERS TO YOUR SIDE

4- VERSUS ALIGNED TRIPS OR MOTION TO TRIPS GO OVER TO TRIPS SIDE; BUCK/PLUGGER PLAY "I & O" ZONE WITH BUCK TO TRIPS SIDE; BUCK/ PLUGGER AWAY FROM TRIPS SIDE BUMP IN AND PLAY HOOK TO CURL OFF REMAINING/BACK; SAFETY AND CORNER AWAY FROM TRIPS SIDE PLAY ZONE/BRACKET ON SINGLE RECEIVER SIDE

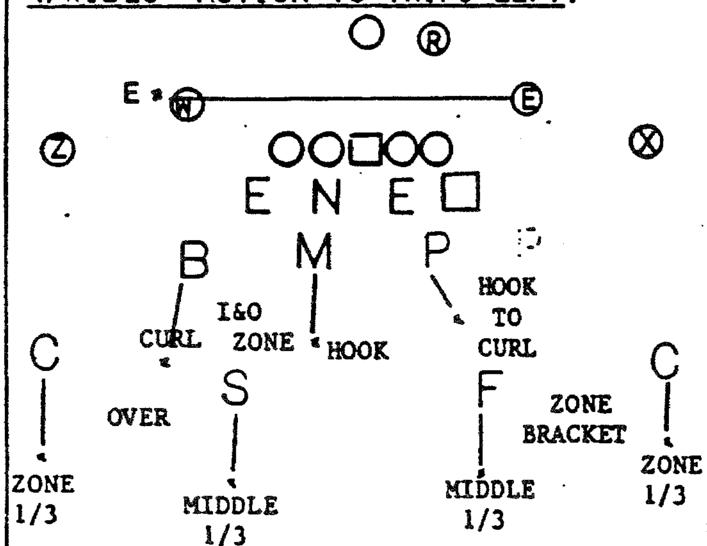
BASE RAINBOW

"4/WIDES":

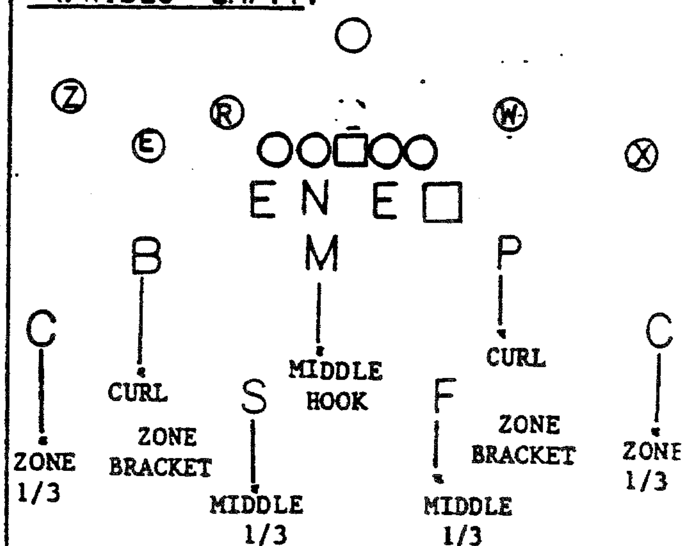




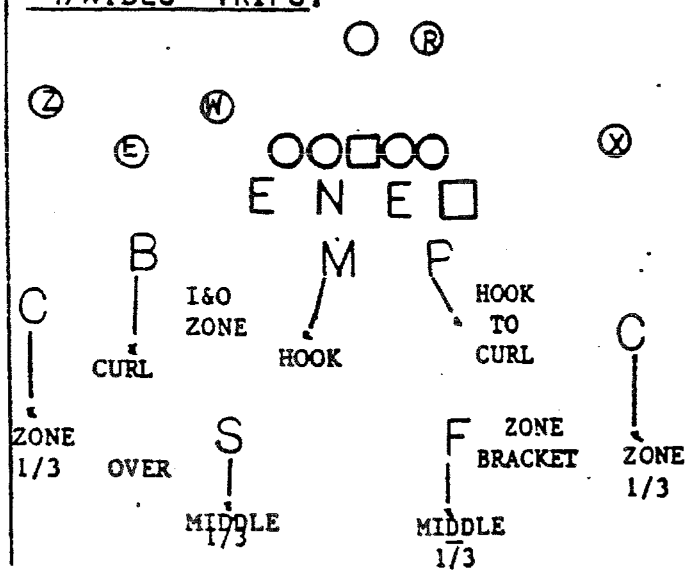
"4/WIDES" MOTION TO TRIPS LEFT:



"4/WIDES" EMPTY:



"4/WIDES" TRIPS:





BASE: DOUBLE BULLETS BLITZ

**** POSSIBLE AUTOMATIC VERSUS "EMPTY"

1- FRONT ALIGN IN "EAGLE"; SOLID/END "JET" "C" GAP: NOSE/TACKLE "JET" "A" GAP SOLID; FLEX/END "JET" "A" GAP; ELEPHANT CONTAIN RUSH FLEX

2- MIKE BLITZ "B" GAP SOLID; PLUGGER BLITZ "B" GAP FLEX

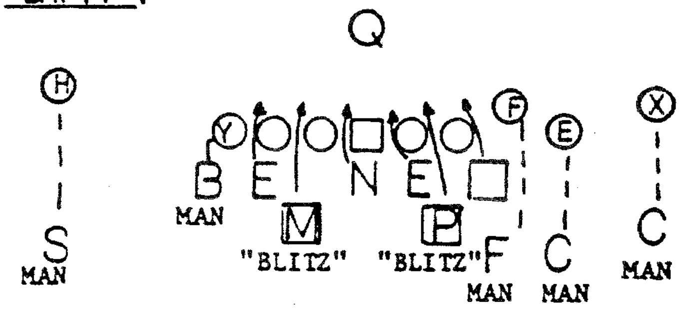
3- BUCK MAN THE TIGHT/END OR THE BACK IF HE IS SET INSIDE THE TIGHT/END TO TRIPS SIDE; PLAY THE TIGHT/END INSIDE!

4- CORNERS MAN THE TWO (2) WIDE/RECEIVERS

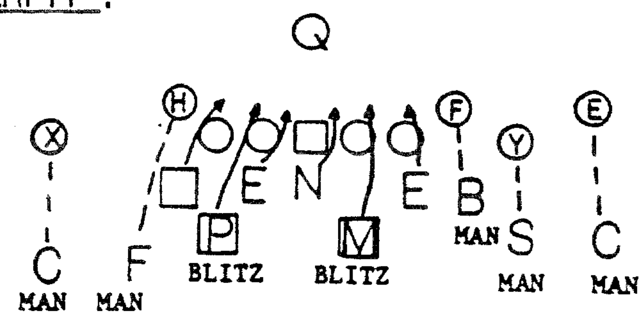
5- SAFETIES MAN THE BACKS OR MAN THE TIGHT/END IF HE IS SET OUTSIDE THE BACK

DOUBLE BULLETS BLITZ (VERSUS EMPTY)

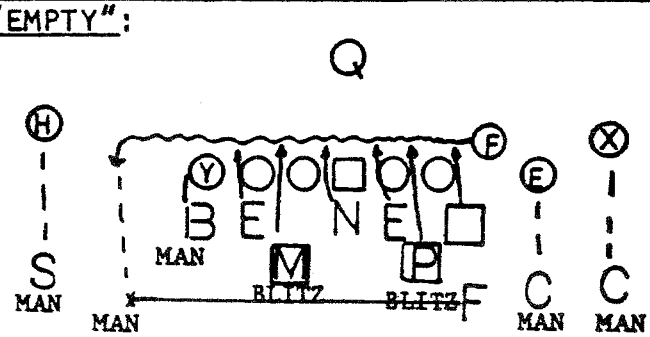
"EMPTY":

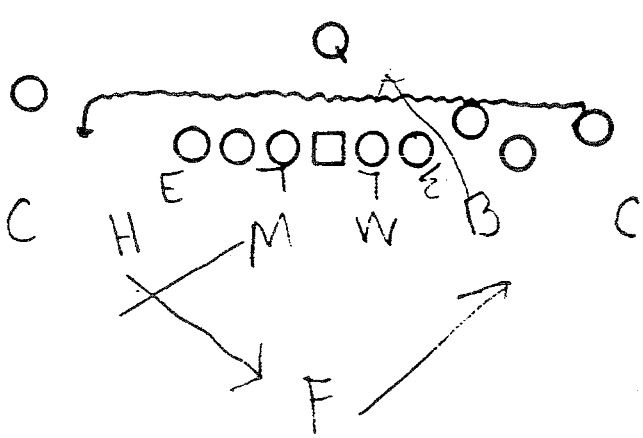


"EMPTY":



"EMPTY":





BLACKHAWK

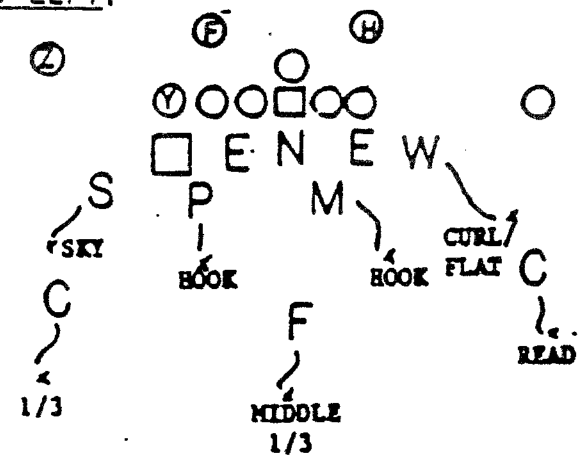
1- LINE ALIGN "HAWK"

2- SECONDARY PLAY SNIPE VERSUS TWO/BACK SETS; VERSUS SLOT OR SLOT DOUBLE WING OPEN SET PLAY COVER 9; VERSUS FLANKER TRIPS OR MOTION TO TRIPS PLAY "SOUTH & OVER"; VERSUS ACE PLAY SNIPE RULES

3- BLACKHAWK IS ON AND A THIRD (3RD) RECEIVER MOTIONS TO MAKE "SLOT" TRIPS WE GO "CLOUD" AND "OVER"

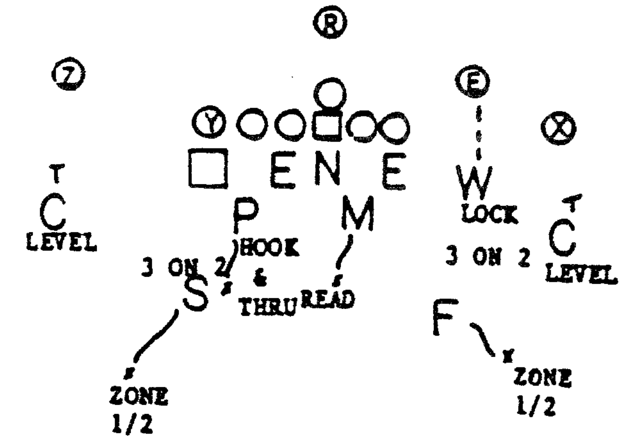
BLACKHAWK

RED LEFT:



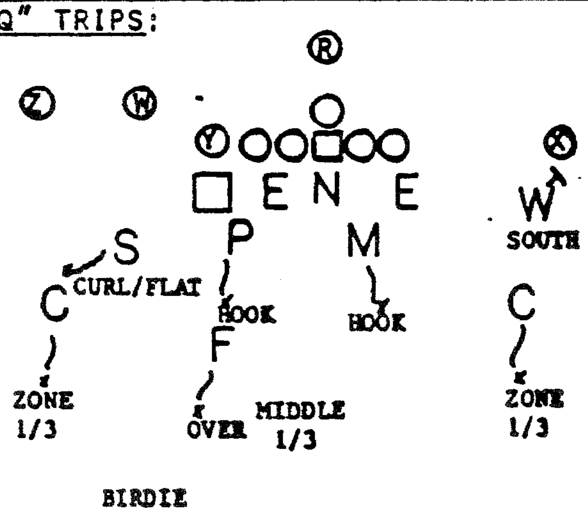
****AUTO "BIRDIE"

"Q"/SLOT DOUBLE WING:



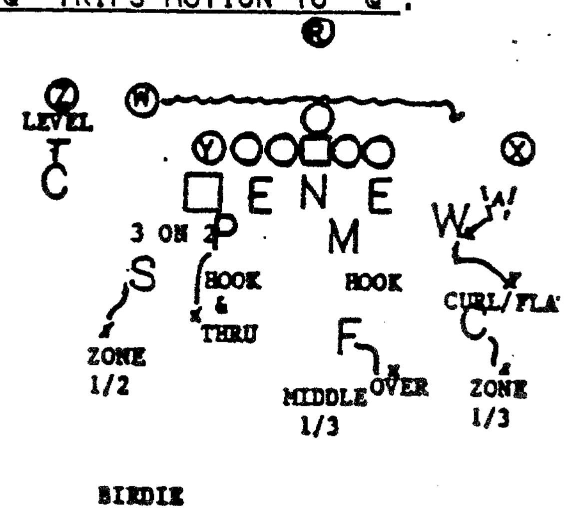
****BLACKHAWK

"Q" TRIPS:



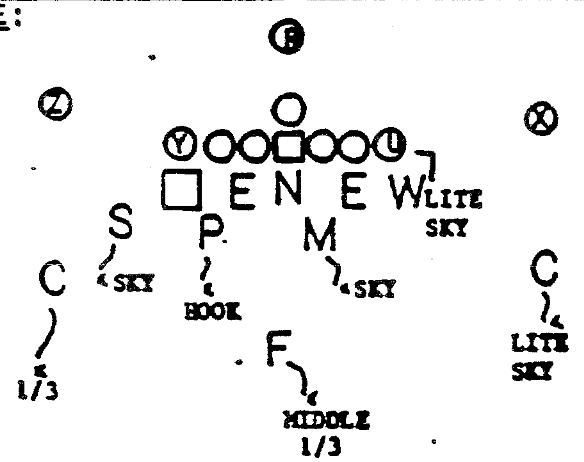
****9 TO SOUTH/OVER

"Q" TRIPS MOTION TO "Q":



****SOUTH/OVER TO CLOUD/OVER

ACE:



****AUTO "BIRDIE"

JAYHAWK

1- LINE ALIGN "HAWK"

2- BUCK ALIGN SOLID AND PLAY CURL/FLAT

3- PLUGGER PLAY "STACK" ON TIGHT/END IF BALANCED "Q" FORMATION; PLAY HOOK IF "Q" TRIPS

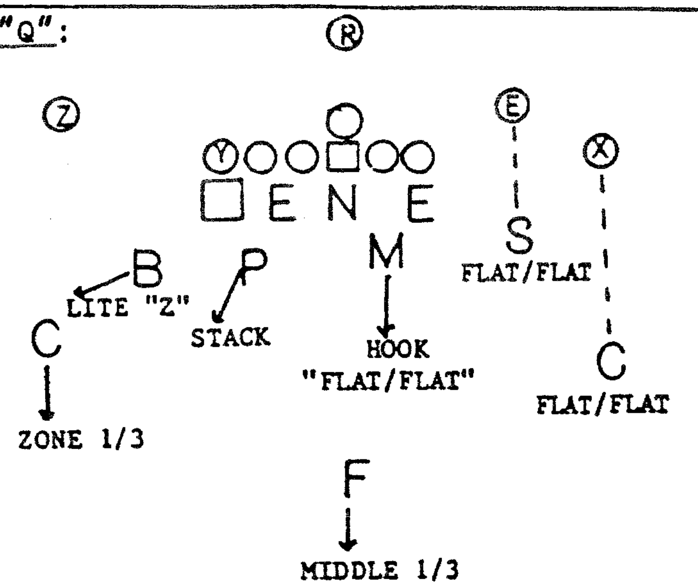
4- MIKE PLAY FLAT/FLAT TO FLEX/SIDE; IF CLOUD YOU HAVE HOOK & THRU

5- STRONG SAFETY ALIGN FLEX AND PLAY FLAT/FLAT ON "E" RECEIVER; IF ONE (1) RECEIVER YOUR SIDE "CLOUD"

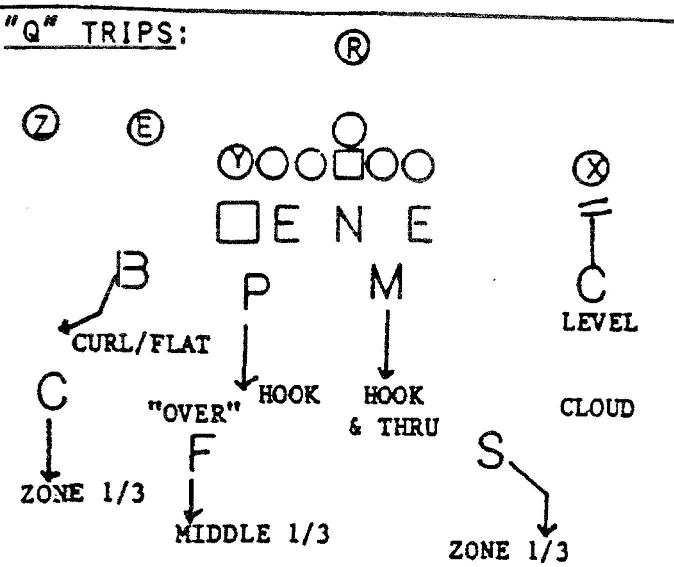
6- SECONDARY PLAY "SKY" FINCH RULES

JAYHAWK

"Q":



"Q" TRIPS:



"Q" DEFENSES

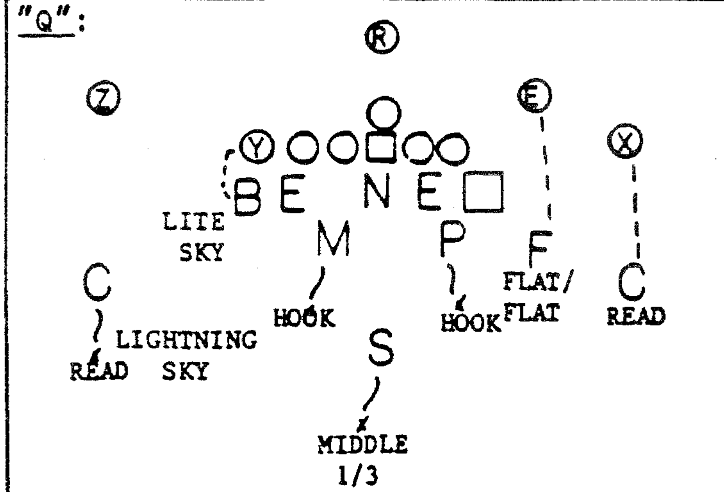
EAGLE FINCH

1- "Q" FORMATION: BUCK IS IN "LITE/SKY" ON TIGHT END; MIKE MUST READ THE BACK AS YOU TAKE YOUR DROP

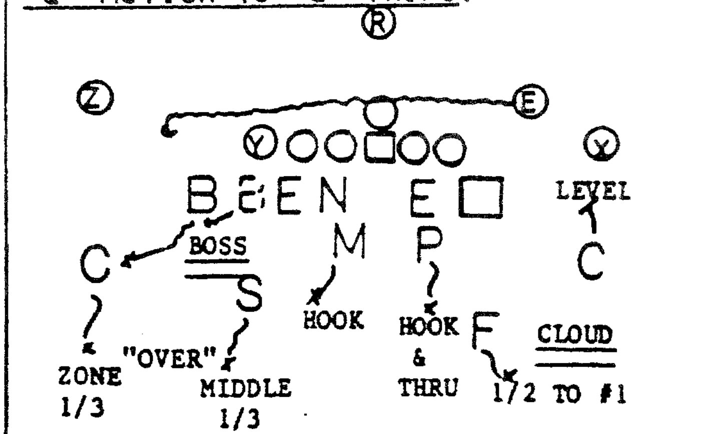
2- ANY ALIGNED TRIPS WILL AUTO "APPLE"; PLUGGER IS THE ADJUSTER ON MOTION FROM THE TRIPS SIDE OR IF THE BACK GOES TO "EMPTY" FLEX SIDE

EAGLE FINCH

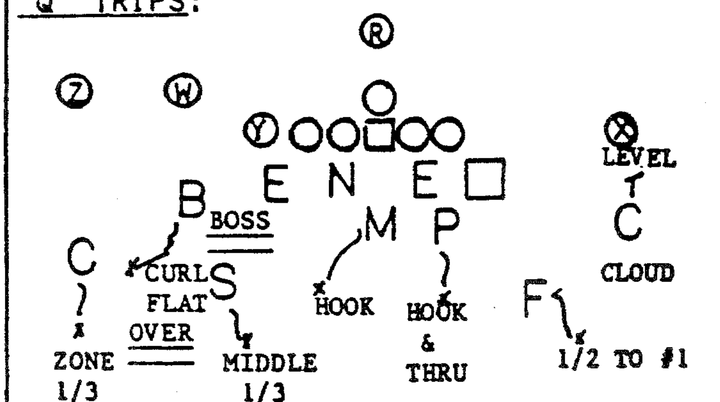
"Q":



"Q" MOTION TO "Q" TRIPS:

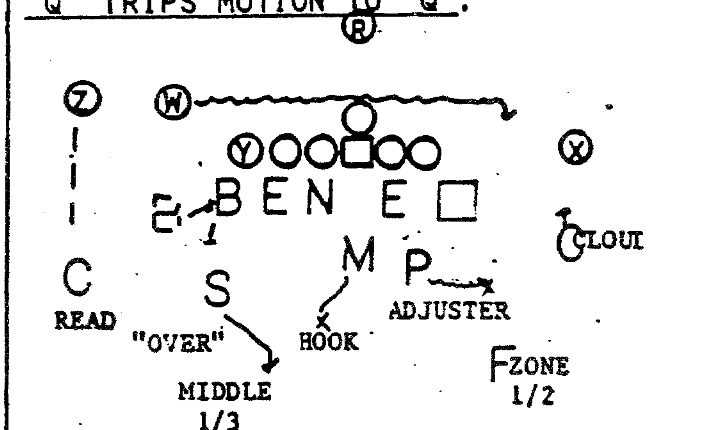


"Q" TRIPS:



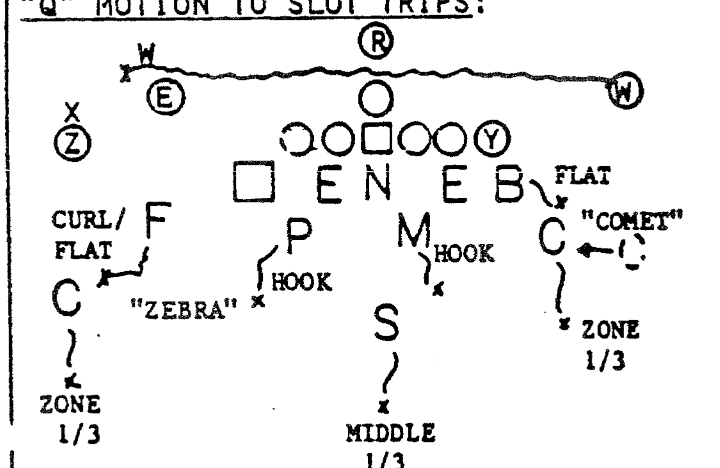
****AUTO: "APPLE"

"Q" TRIPS MOTION TO "Q":



****AUTO: "APPLE"

"Q" MOTION TO SLOT TRIPS:



EAGLE "COBRA" 43/93

1- "Q" FORMATION: LINE IS IN "COBRA" FLEX SIDE; ELEPHANT RUN WEG/GO/FIRE GAMES; PLUGGER PLAYS HOOK & THRU (3 ON 2) ON "E" RECEIVER

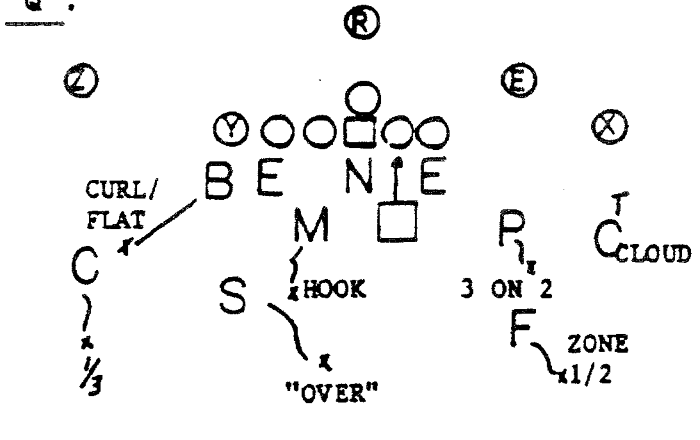
2- PLUGGER ANYTIME "E" RECEIVER MOTIONS AWAY MAKE CALL TO ELEPHANT AND PLAY YOUR "WORM" ALIGNMENT; YOU STILL HAVE HOOK & THRU; BE CONSCIOUS OF "SCREEN"

3- PLUGGER WITH MOTION TO SLOT TRIPS, PLAY CURL/FLAT; FREE SAFETY NOW WILL TAKE FLEX/HOOK; STRONG SAFETY TAKE MIDDLE 1/3

4- PLUGGER ADJUST TO MOTION FROM TRIPS SIDE; ALSO IF RUNNING BACK GOES "EMPTY" TO YOU

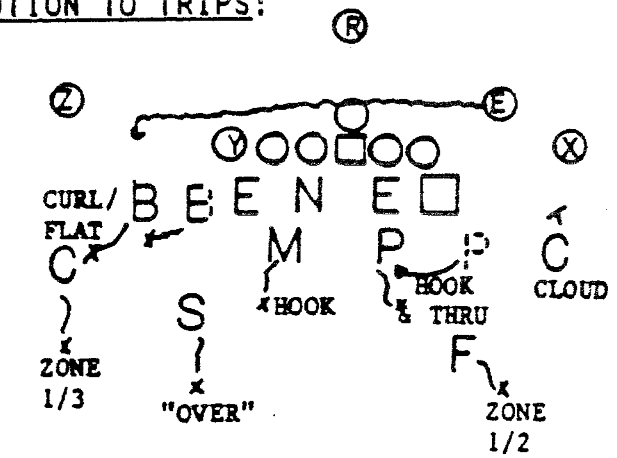
EAGLE "COBRA" 43

"Q":

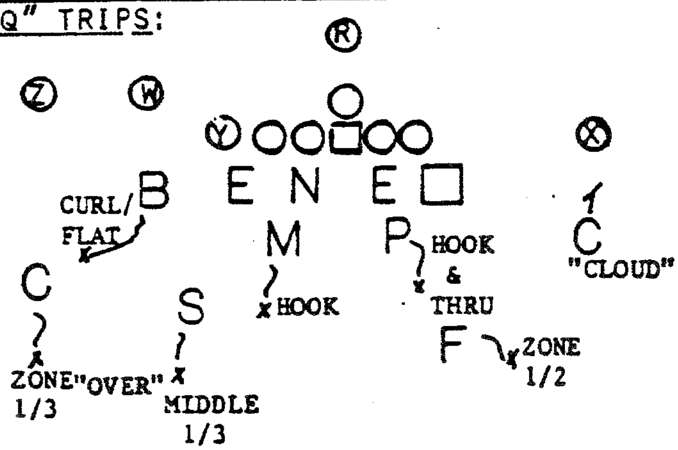


****"ELEPHANT" RUN SELECTED GAMES:
WEG/GO/FIRE

MOTION TO TRIPS:

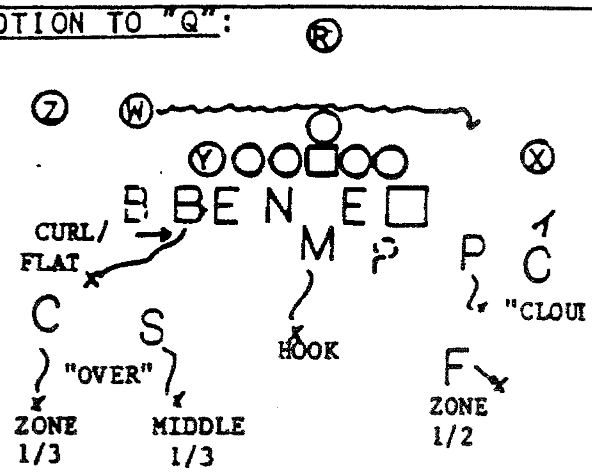


"Q" TRIPS:

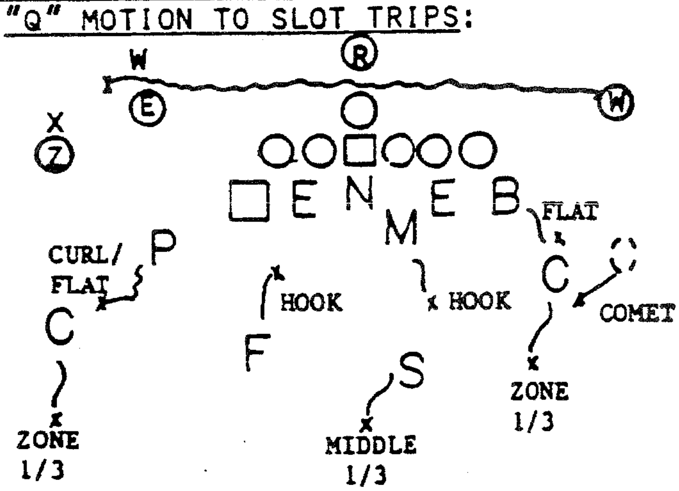


****ELEPHANT/PLUGGER TO "WORM"

MOTION TO "Q":



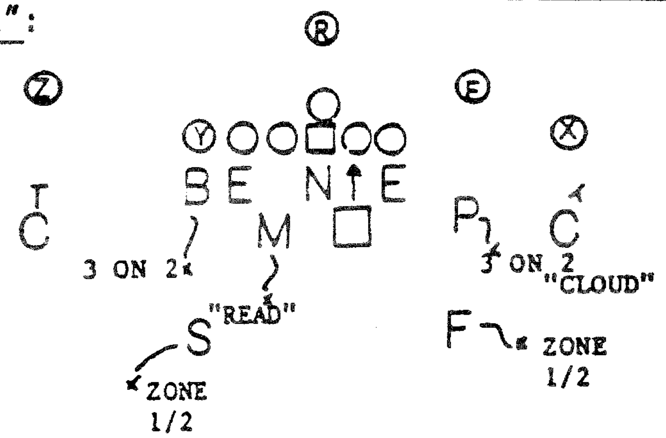
"Q" MOTION TO SLOT TRIPS:



****ALERT: "PUSH"

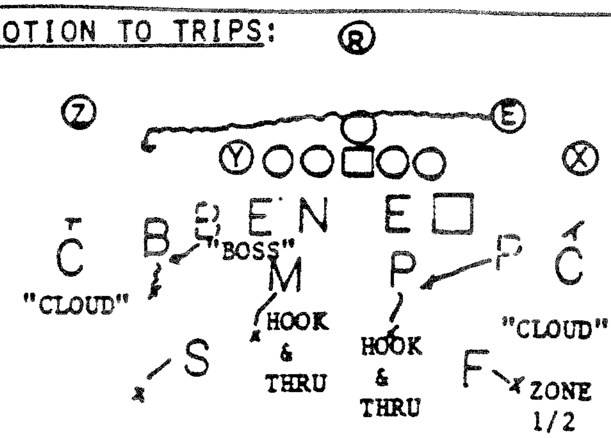
EAGLE "COBRA" 93

"Q":



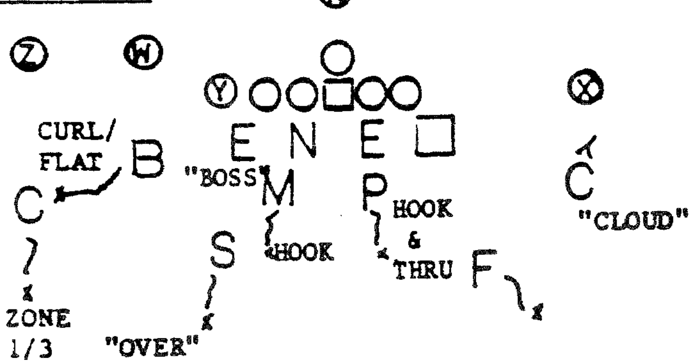
****ELEPHANT RUN SELECTED GAMES:
WEG/GO/FIRE

MOTION TO TRIPS:



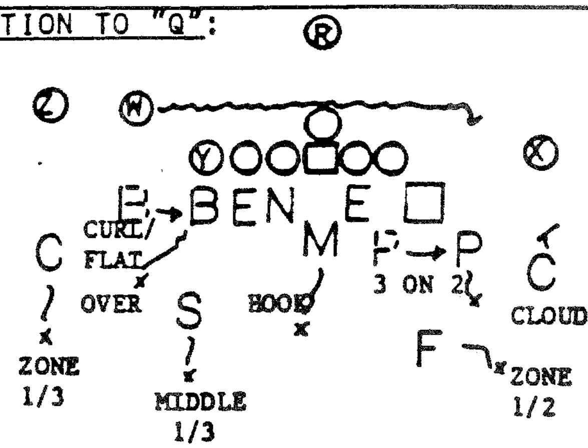
****"BOSS" AND "PLAY 9"

"Q" TRIPS:



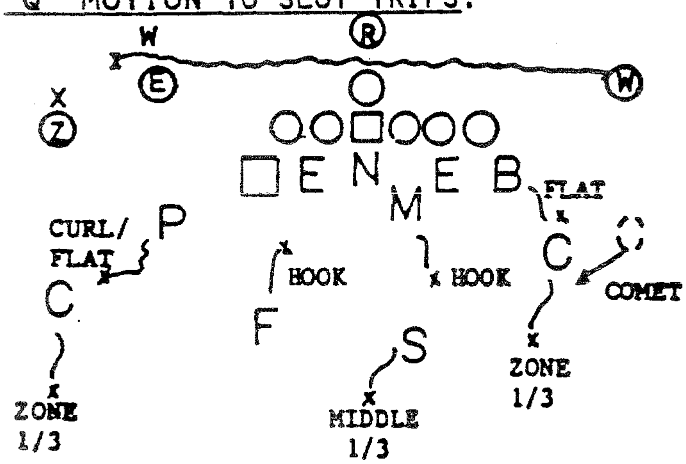
****AUTO: "APPLE"
ELEPHANT/PLUGGER TO "WORM"

MOTION TO "Q":



****AUTO: "APPLE"
PLUGGER ADJUST

"Q" MOTION TO SLOT TRIPS:



****ALERT: "PUSH"

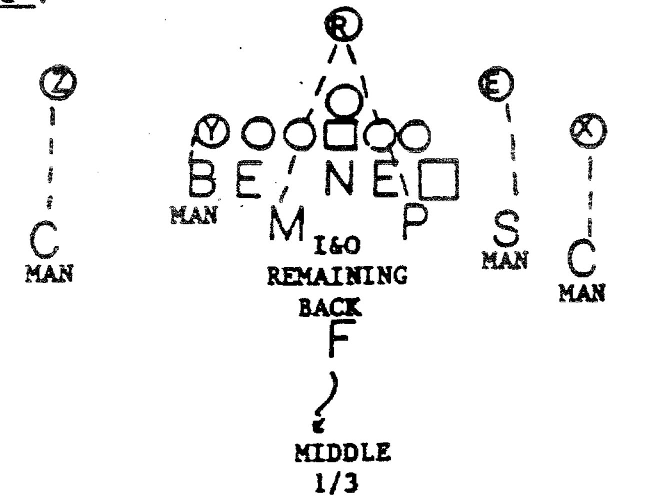
<u>EAGLE 2/SARA</u>

1- "Q" FORMATION IS "SALLY" COVERAGE; FREE INSIDE LINEBACKER LOOK TO HELP TO ANY TRIPS SIDE

2- BACK MOTION TO "EMPTY" EITHER DIRECTION, PLUGGER TAKE HIM

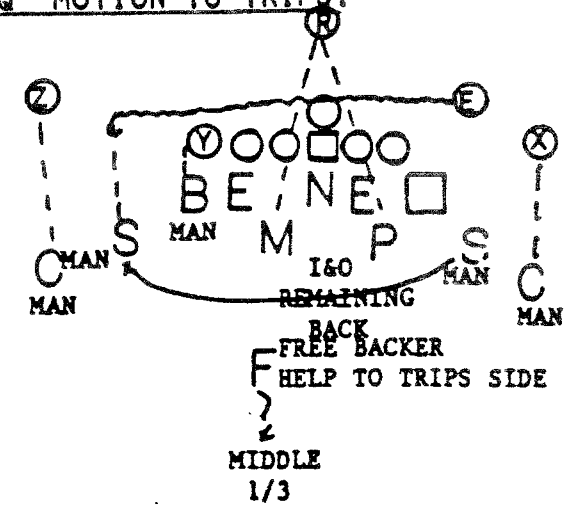
EAGLE 2/SARA

"Q":



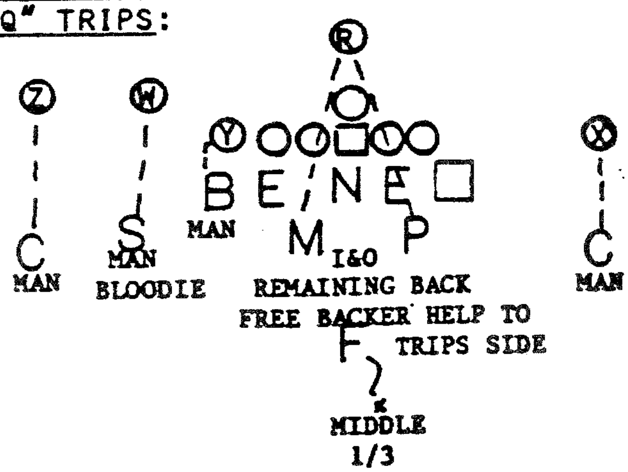
****AUTO: "SALLY"

"Q" MOTION TO TRIPS:



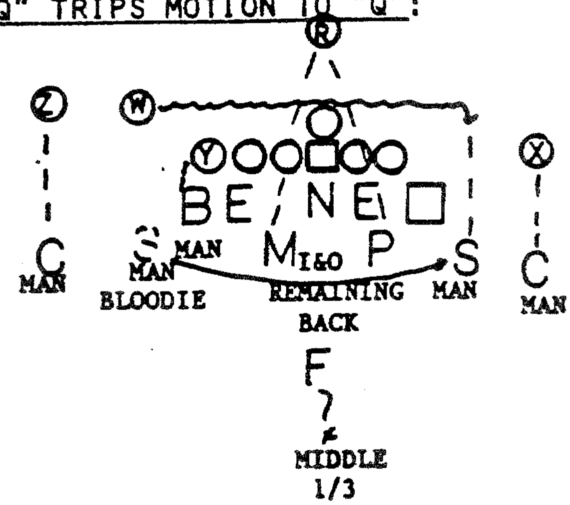
****AUTO: "SALLY"

"Q" TRIPS:



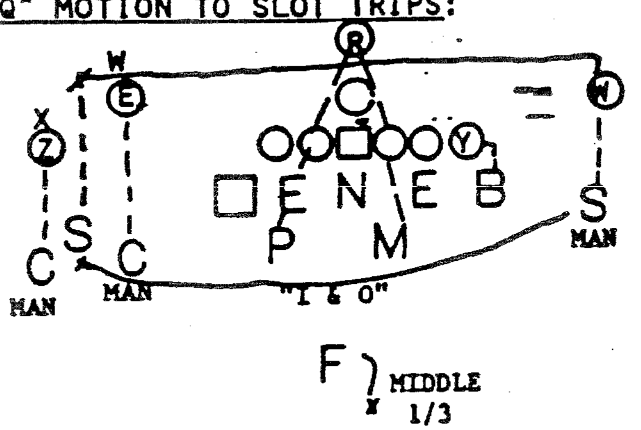
****AUTO: "SALLY"

"Q" TRIPS MOTION TO "Q":



****AUTO: "SALLY"

"Q" MOTION TO SLOT TRIPS:



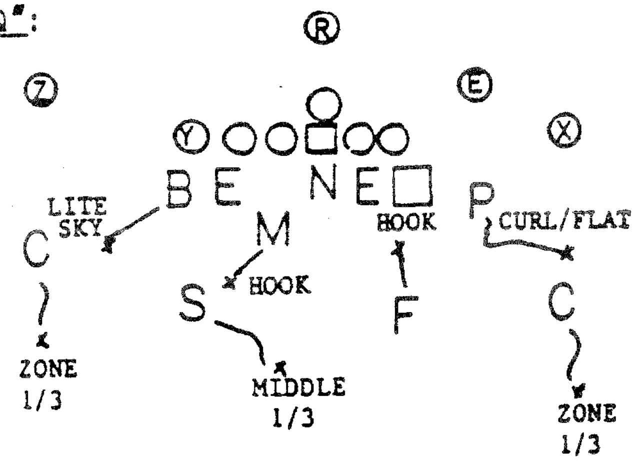
FALCON

1- "Q" FORMATION: PLUGGER ALIGN ON "E" RECEIVER AND RETARD HIS RELEASE AS YOU BLITZ TO CURL/FLAT; FREE SAFETY STEM LATE TO THE FLEX/SIDE HOOK

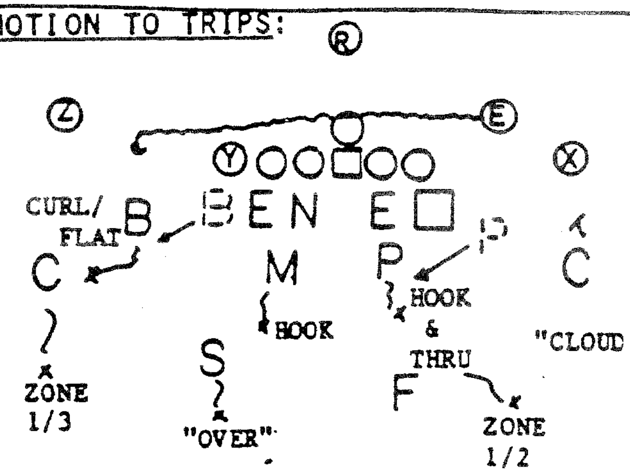
2- "Q" TRIPS OR MOTION TO "Q" TRIPS: PLUGGER GO BACK TO WORM POSITION AND BE THE ADJUSTER ON ANY MOTION FROM TRIPS SIDE INCLUDING BACK MOTION TO "EMPTY"; WE ARE IN CLOUD AND OVER

FALCON

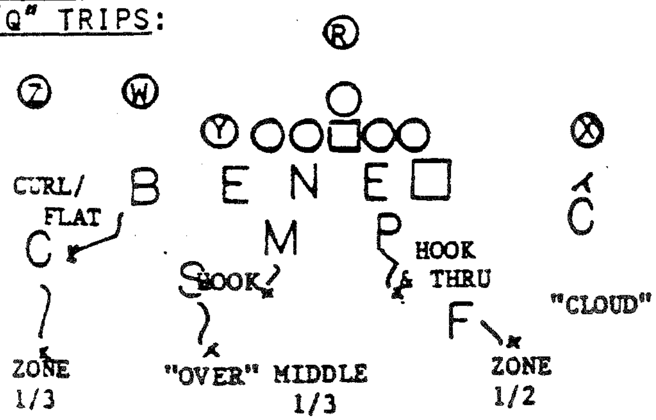
"Q":



MOTION TO TRIPS:

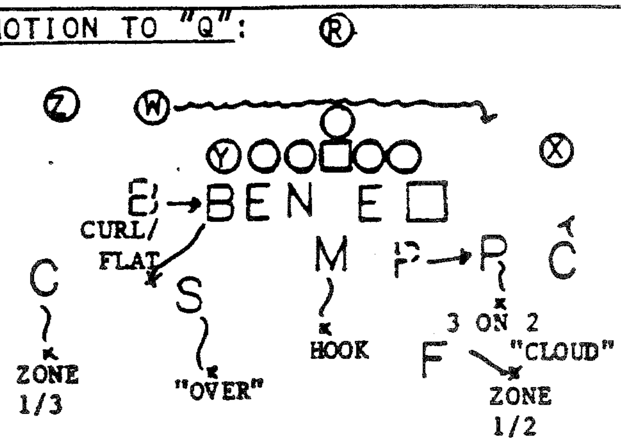


"Q" TRIPS:



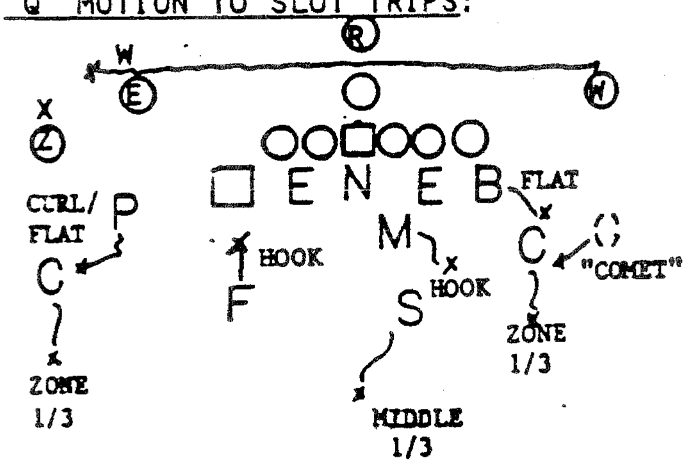
****AUTO: "APPLE"

MOTION TO "Q":



****AUTO: "APPLE"
PLUGGER IS ADJUSTER

"Q" MOTION TO SLOT TRIPS:



BIRDIE

1- "Q" FORMATION PLAY BIRDIE; CLOUD AND OVER

2- "Q" TRIPS: SOUTH & OVER

3- "Q" MOTION TO TRIPS: SOUTH & OVER

4- "Q" TRIPS MOTION TO "Q": CLOUD & OVER

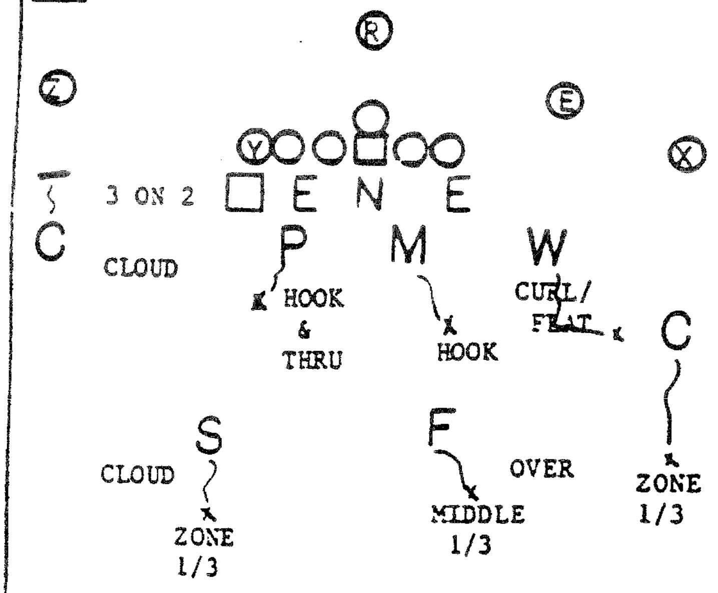
5- "Q" SLOT TRIPS: CLOUD & OVER

6- "Q" SLOT TRIPS MOTION TO "Q": CLOUD & OVER

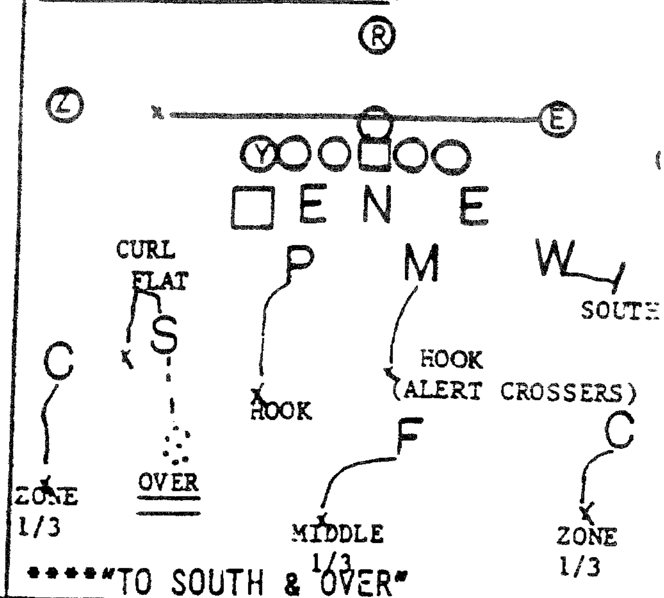
7- "Q" SLOT TRIPS: BACK MOTION TO WHIP (EMPTY) TAKE HIM "FLAT/FLAT"

BIRDIE

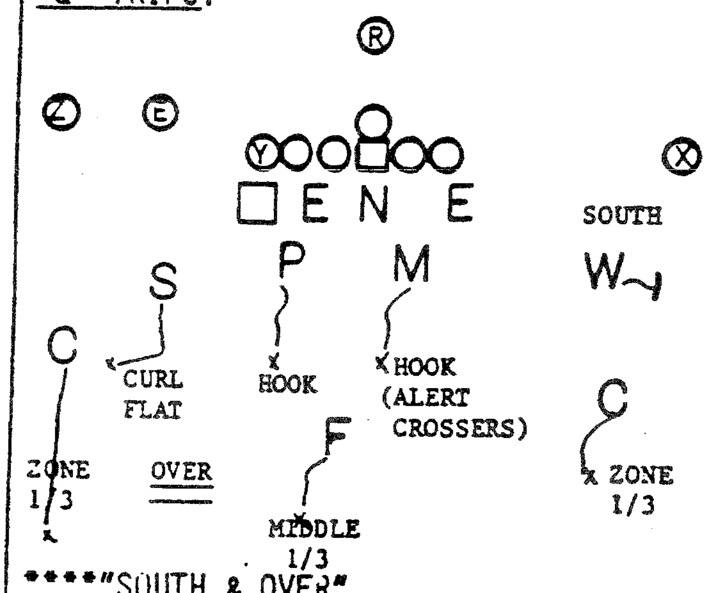
"Q":



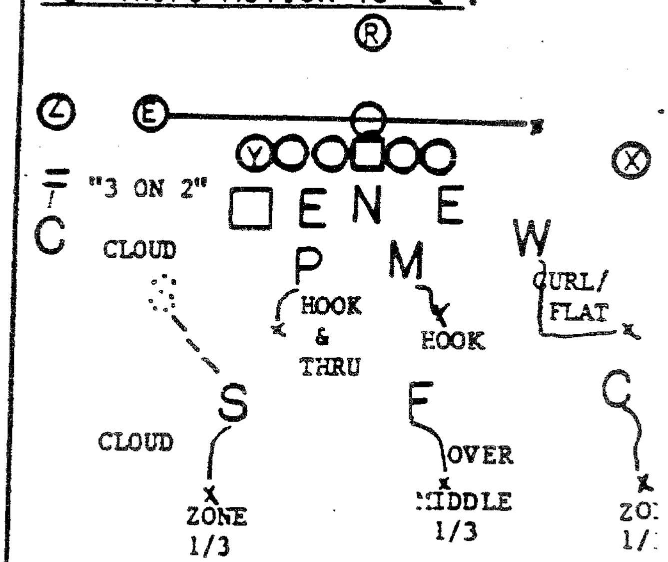
"Q" MOTION TO TRIPS:



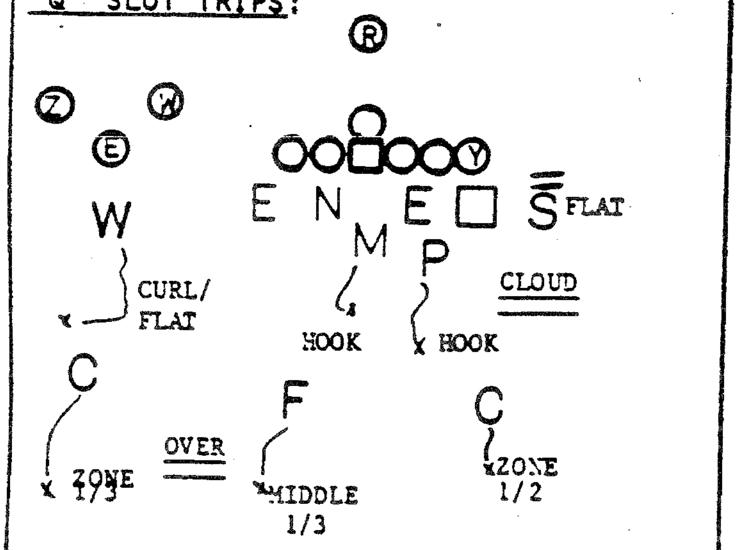
"Q" TRIPS:



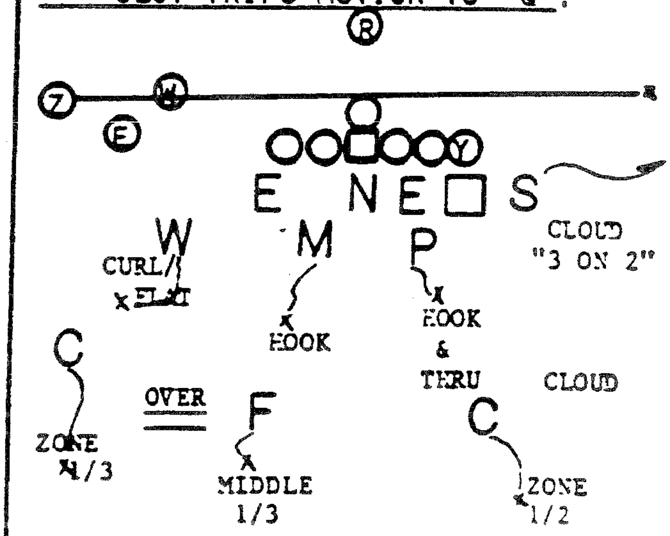
"Q" TRIPS MOTION TO "Q":



"Q" SLOT TRIPS:



SLOT TRIPS MOTION TO "Q":



BLACKHAWK

1- "Q" FORMATION - COVER 9: WHIP AND PLUGGER ARE "3 ON 2"

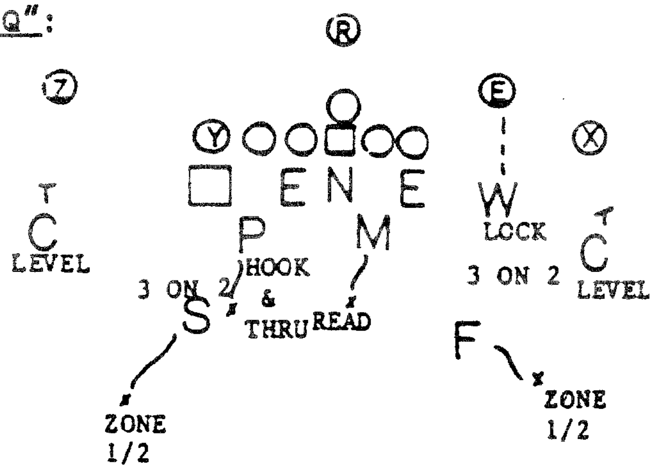
2- "Q" TRIPS - BIRDIE: SOUTH & OVER
"Q" MOTION TO TRIPS - BIRDIE: SOUTH & OVER

3- "Q" TRIPS MOTION TO "Q" - BIRDIE: CLOUD & OVER
"Q" SLOT TRIPS - BIRDIE: CLOUD & OVER
"Q" MOTION TO SLOT TRIPS - BIRDIE: CLOUD & OVER

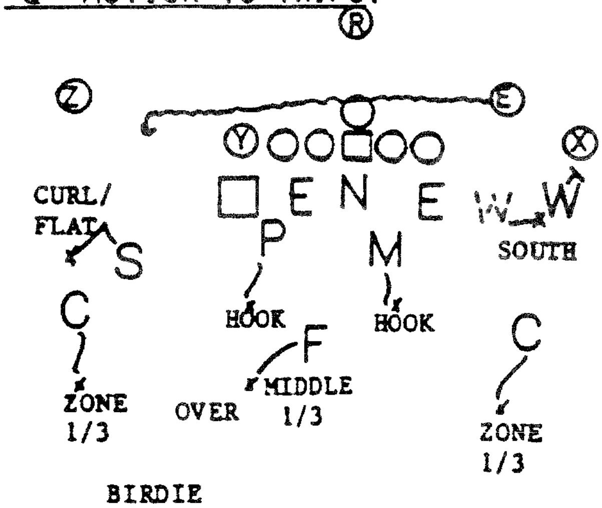
4- BACK MOTION TO WHIP (EMPTY) TAKE HIM "FLAT/FLAT"

BLACKHAWK

"Q":

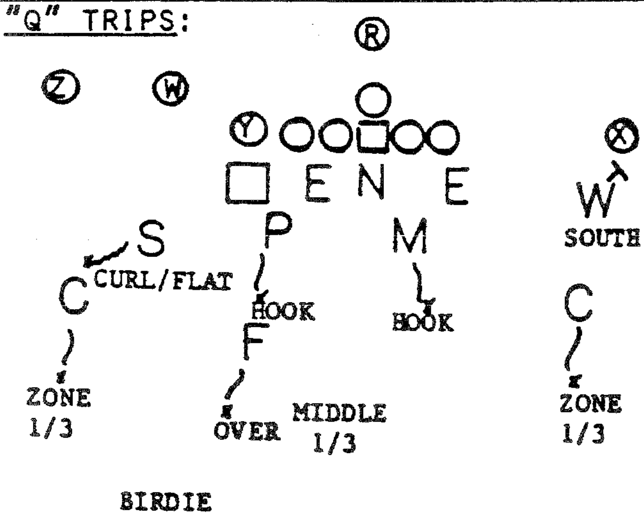


"Q" MOTION TO TRIPS:



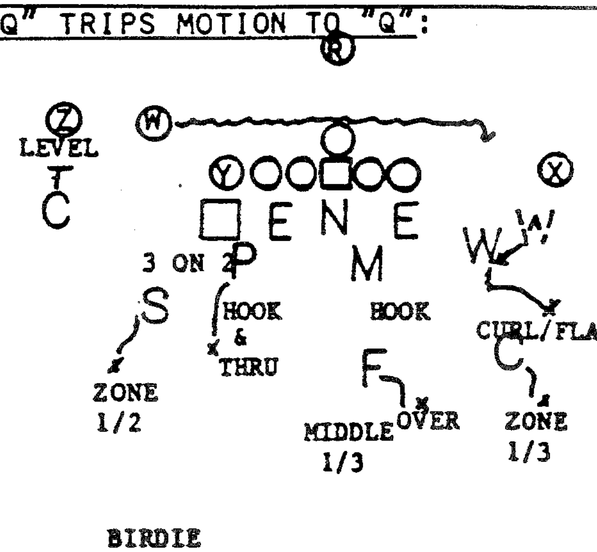
****9 TO SOUTH/OVER

"Q" TRIPS:



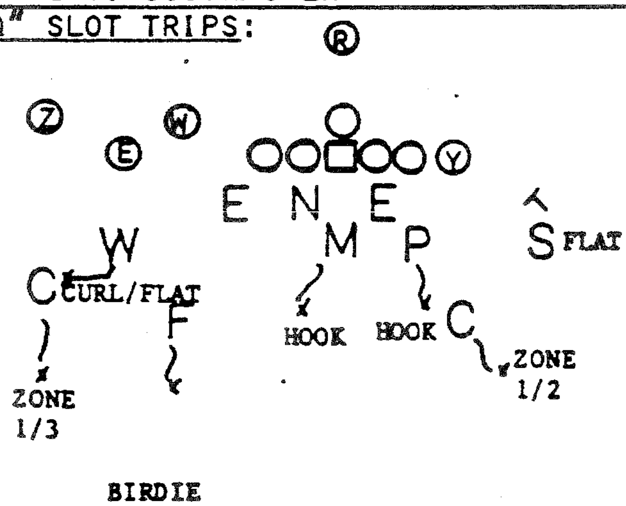
****9 TO SOUTH/OVER

"Q" TRIPS MOTION TO "Q":



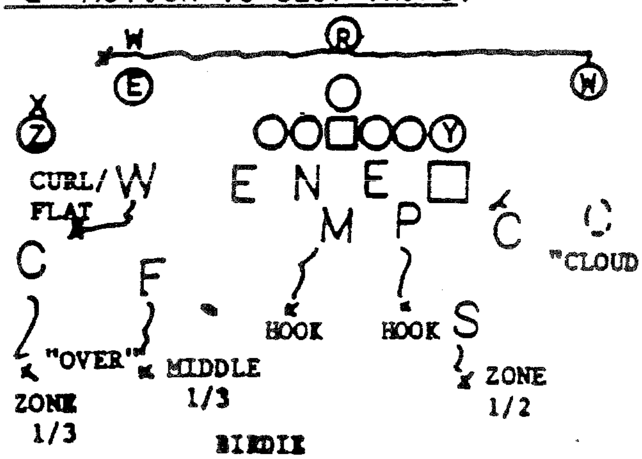
****SOUTH/OVER TO CLOUD/OVER

"Q" SLOT TRIPS:



****9 TO CLOUD/OVER

"Q" MOTION TO SLOT TRIPS:



BIRDIE MOE

1- "Q" FORMATION: MAN TO MAN; "MIKE" AND "WHIP" DOUBLE THE "E" RECEIVER; "WHIP" STAY AFTER "E" MAN ON CROSSERS; "MIKE" WALL OFF THE "E" ON SHALLOW CROSS; IF "E" RUNS OUT ROUTES, MIKE HELP ON NEXT CROSSER TO SLOT SIDE

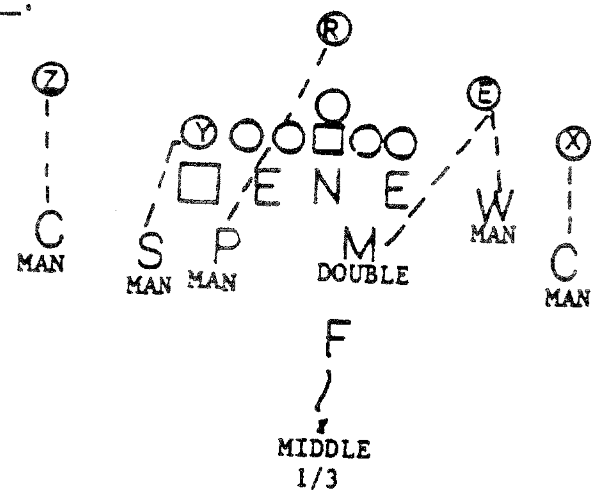
2- "Q" TRIPS: IF BACK GOES SOLID MIKE HAS HIM MAN; WHIP CUT TO "X"; IF BACK IS OFFSET FLEX FREE LINEBACKER CUT TO "X"

3- "Q" MOTION TO SLOT TRIPS: WHIP AND MIKE DOUBLE "E" RECEIVER; IF "E" GOES OUT WHIP TAKE HIM AND MIKE DOUBLE FIRST (1ST) CROSSER

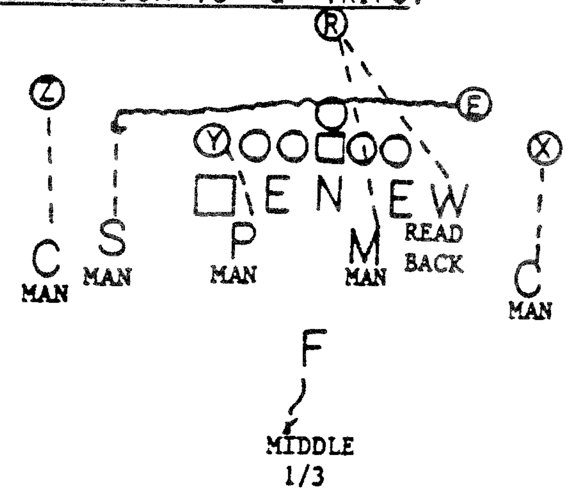
4- PLUGGER TAKE RUNNING BACK MOTION TO "EMPTY"

BIRDIE MOE

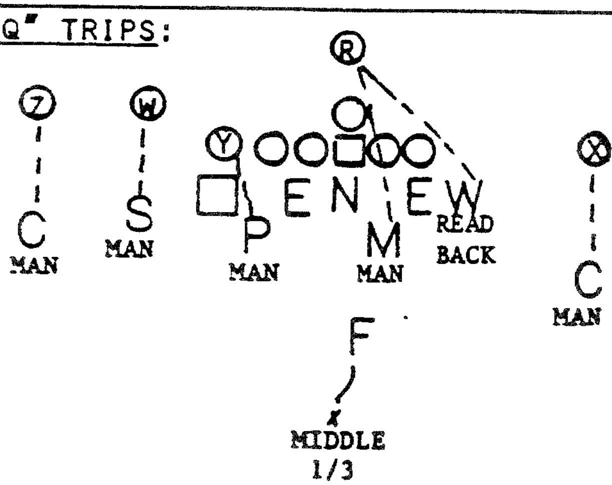
"G":



"Q" MOTION TO "Q" TRIPS:

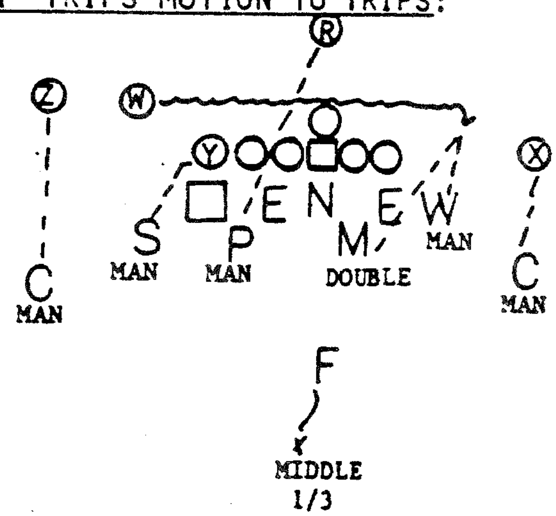


"Q" TRIPS:

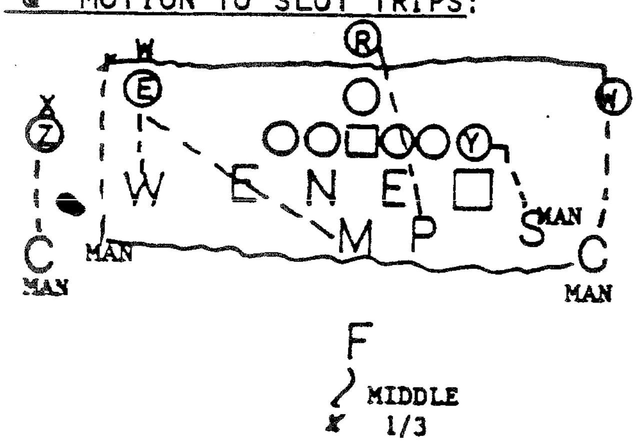


****WHIP CUT TO "X" IF BACK GOES SOLID

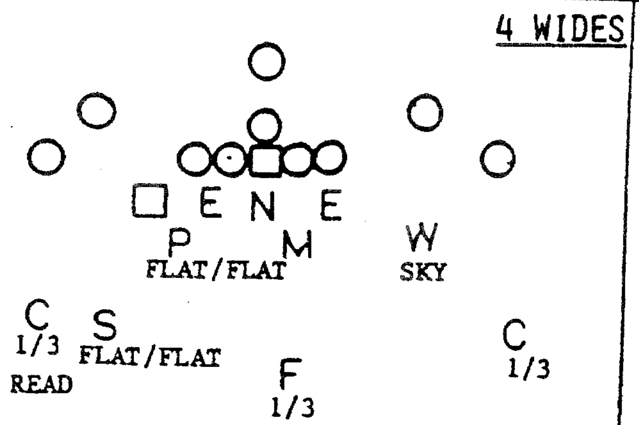
"Q" TRIPS MOTION TO TRIPS:



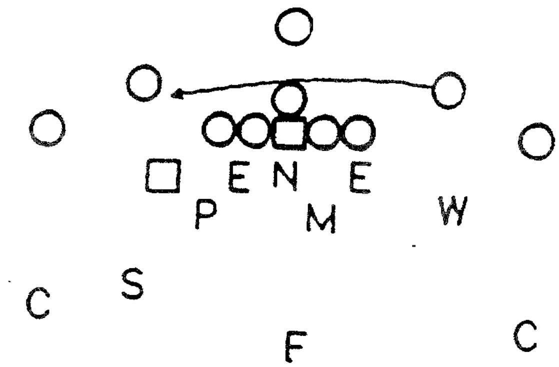
"Q" MOTION TO SLOT TRIPS:



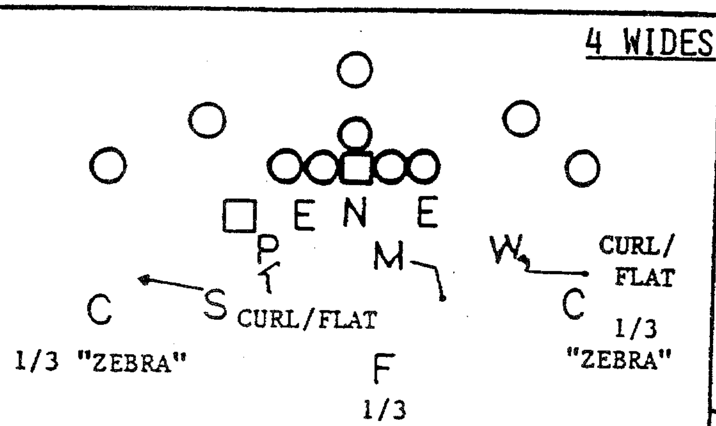
BIRDIE



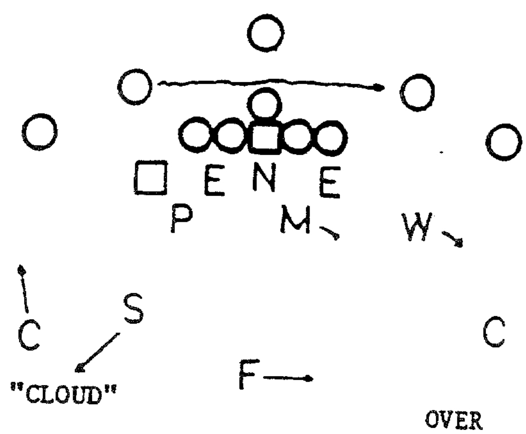
"BASIC BIRDIE"



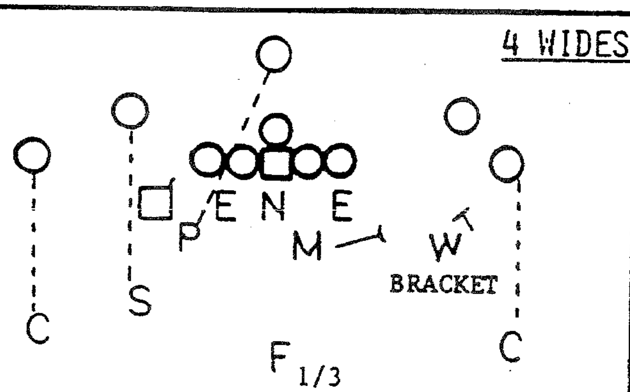
"FLAT/FLAT"
TO
"ZEBRA"



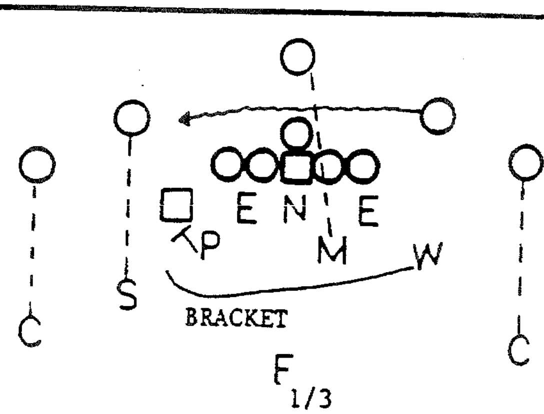
"ZEBRA"



"BASIC BIRDIE" + "ZEBRA"



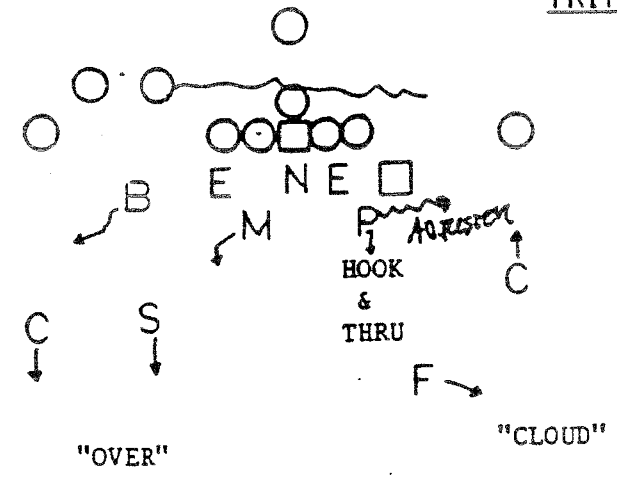
BIRDIE "MOE" (COVER 2)



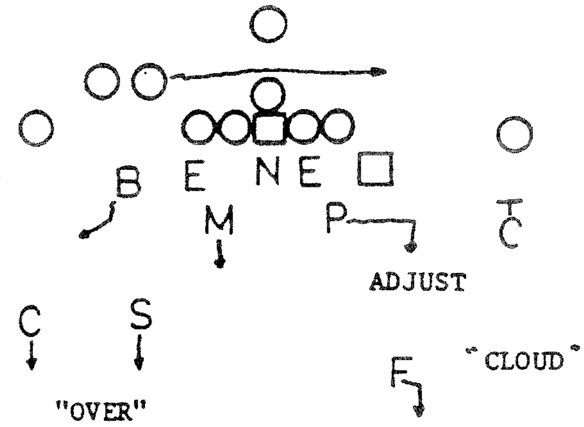
BIRDIE "MOE" (COVER 2)

APPLE (EAGLE 43)

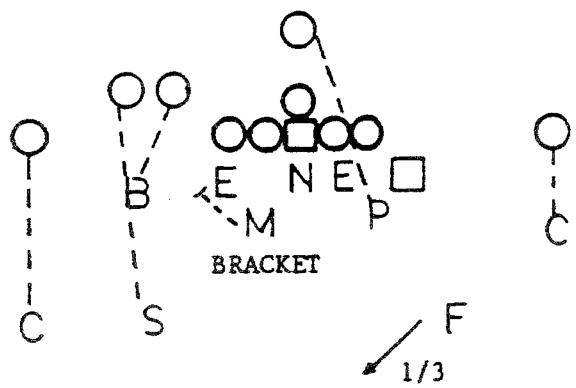
TRIPS



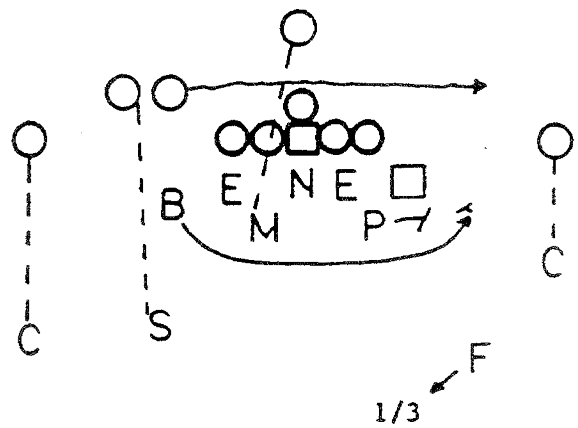
"APPLE"



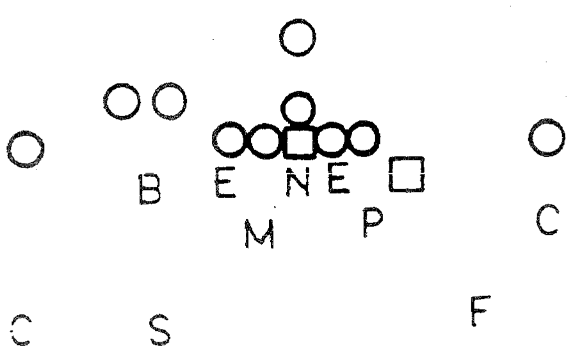
"APPLE"

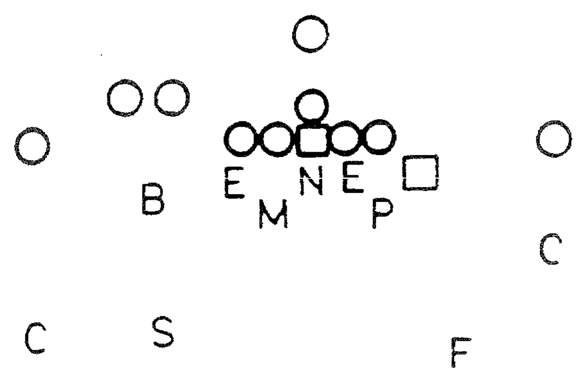


APPLE "MOE" (COVER 2)

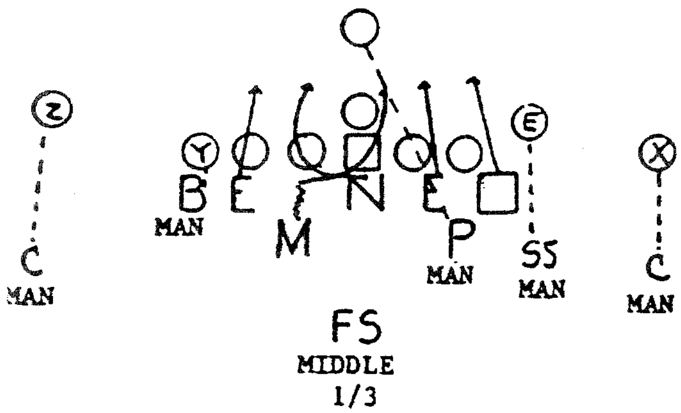


APPLE "MOE" (COVER 2)

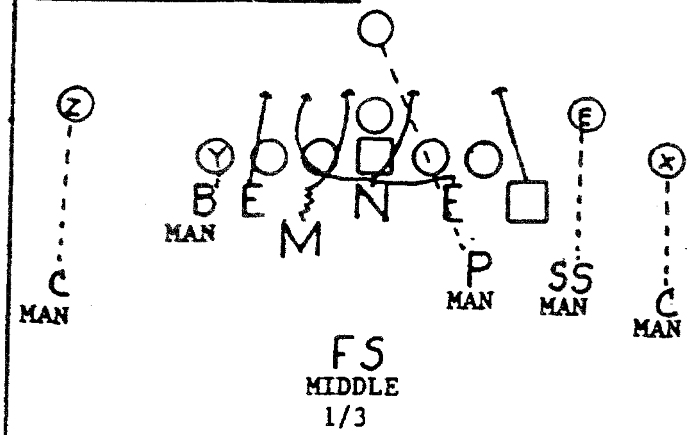




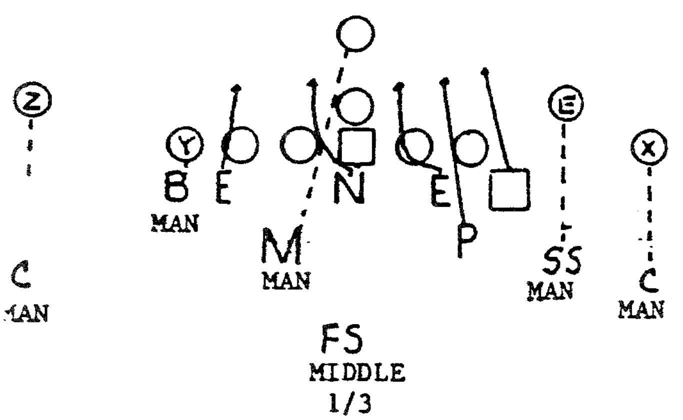
EAGLE MAT COVER 2

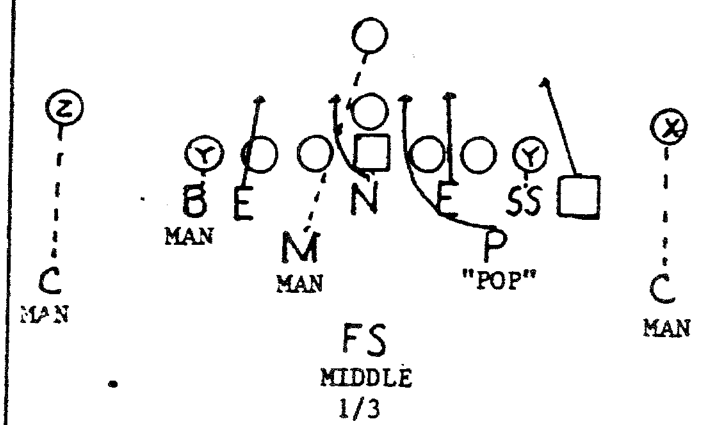


EAGLE ISO COVER 2

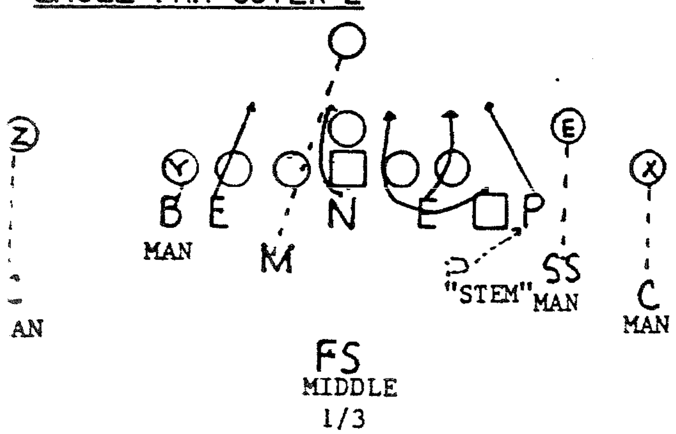


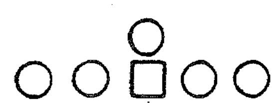
EAGLE PINKY COVER 2





EAGLE PAX COVER 2



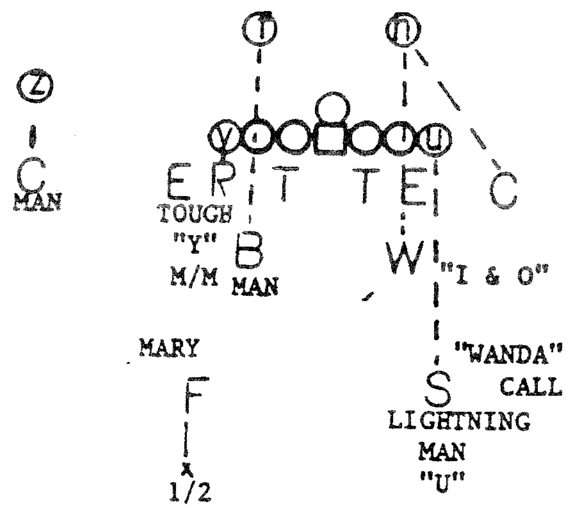


ALL BLITZES

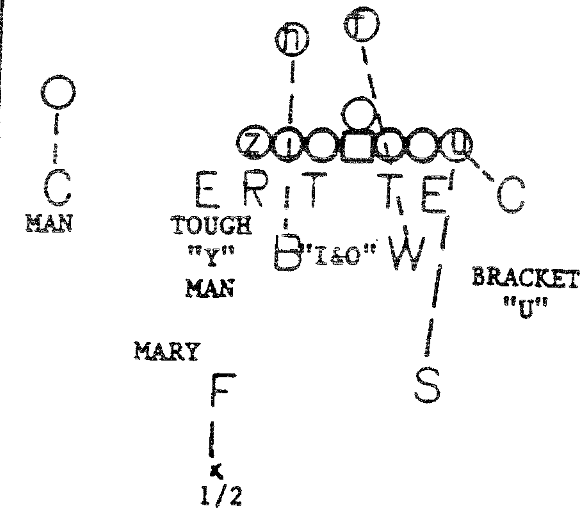
4 WR = BIRDIE
S = APPLE

VERSUS 2 BACK BASE SET
PLAY SYDNEY

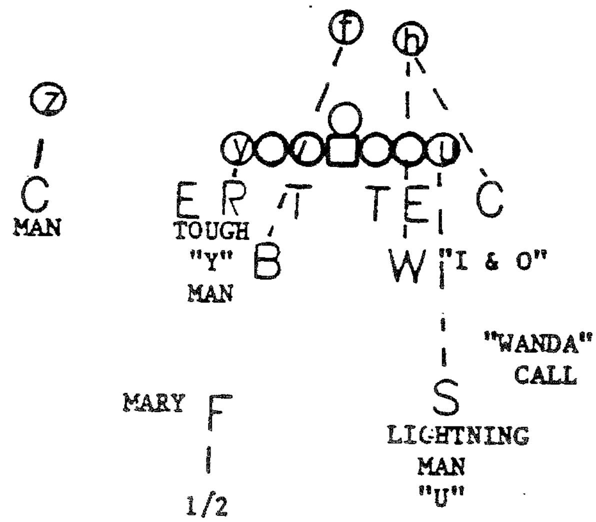
PASO "U" ADJUSTMENTS



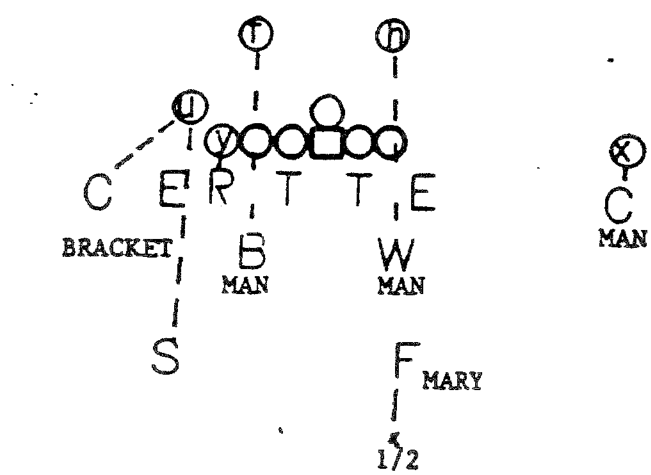
PASO COVER 7



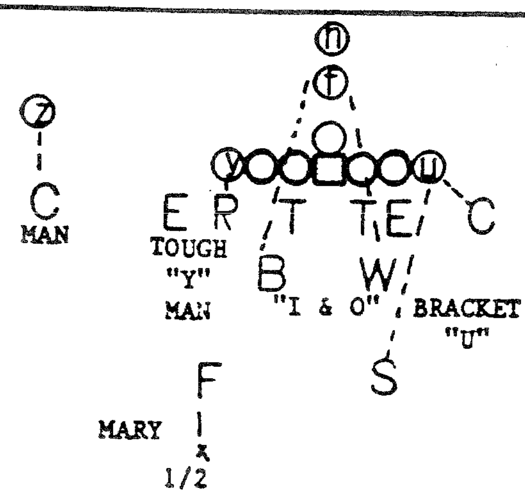
PASO COVER 7



PASO COVER 7



PASO COVER 7



PASO COVER 7

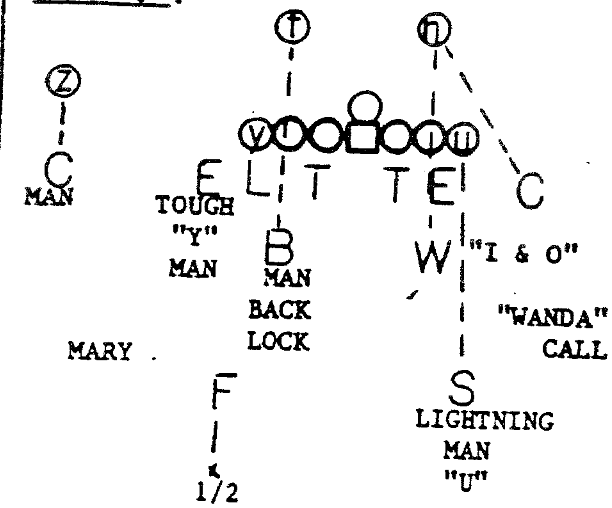
1- "WANDA": A BACK IS SET FLEX WITH A TIGHT "U", "I&O" WITH CORNER AND WHIP; IF FLEX MOTIONS TO CORNER TAKE HIM; WHIP MOVE TO LIGHTNING SKY POSITION AND BE A "ZONER"; (Buzz) FLEX BACK MOTIONS SOLID; WHIP TAKE HIM; CORNER BE A ZONER

2- BUCK ON "WANDA" IS LOCKED ON YOUR BACK

3- ALL OTHER FORMATIONS USE REGULAR COVER 7 RULES

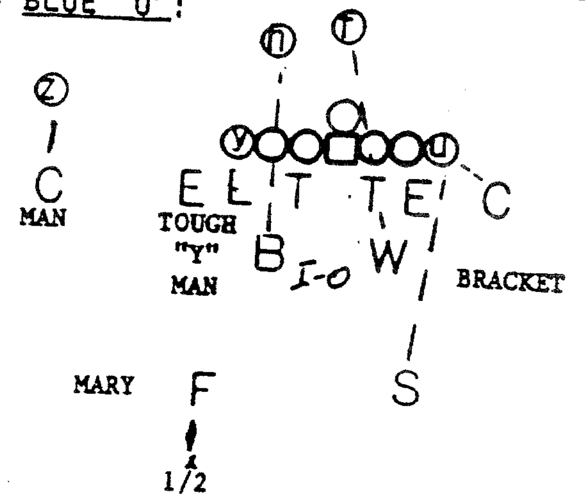
NICKEL "U" ADJUSTMENTS

RED "U":



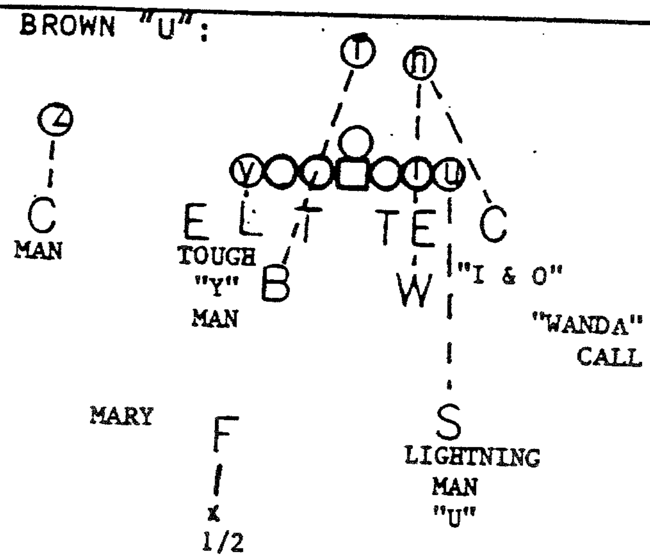
NICKEL 7

BLUE "U":



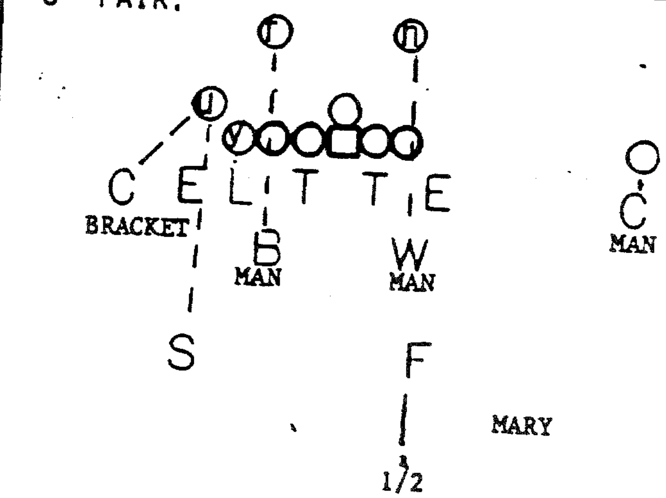
NICKEL 7

BROWN "U":



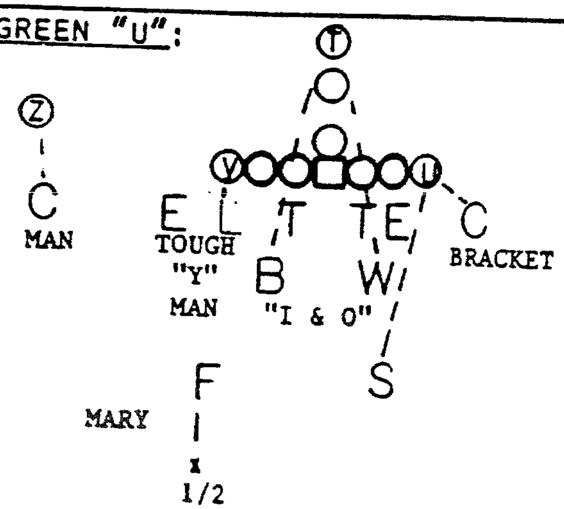
NICKEL 7

"U" PAIR:



NICKEL 7

GREEN "U":



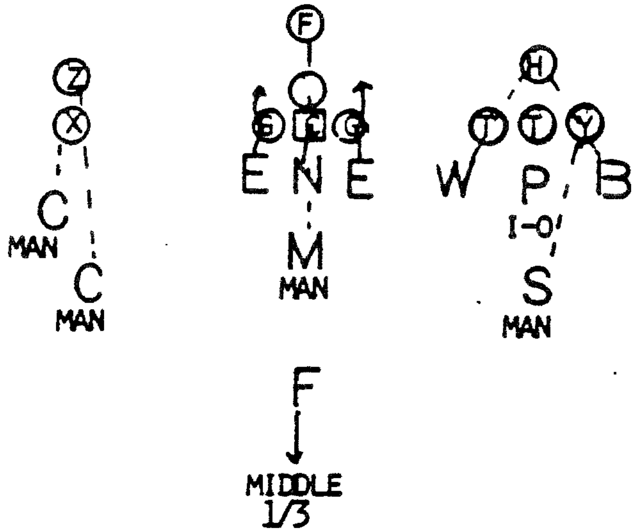
NICKEL 7

1- WANDA A BACK SET FLEX WITH A TIGH "U"; I&O WITH CORNER AND WHIP IF FLEX MOTION TO CORNER TAKES HIM; WHIP MOVE TO LIGHTNING "SKY" POSITION AND BE A ZONER FLEX BACK MOTION SOLID; WHIP TAKE HIM; CORNER BE A ZONER

2- BUCK ON "WANDA" IS LOCKED ON YOUR BACK

3- ALL OTHER FORMATIONS USE REGULAR COVER 7 RULES

SWINGING GATE DEFENSE





PLAYS:

1- H-SCREEN

2- FB DIVE

3- Z REVERSE



1- LINE BASE

2- CORNERS MAN ON WIDE RECEIVERS

3- STRONG SAFETY MAN ON "Y"

4- MIKE MAN ON FB

5- WHIP/BUCK I-O HB

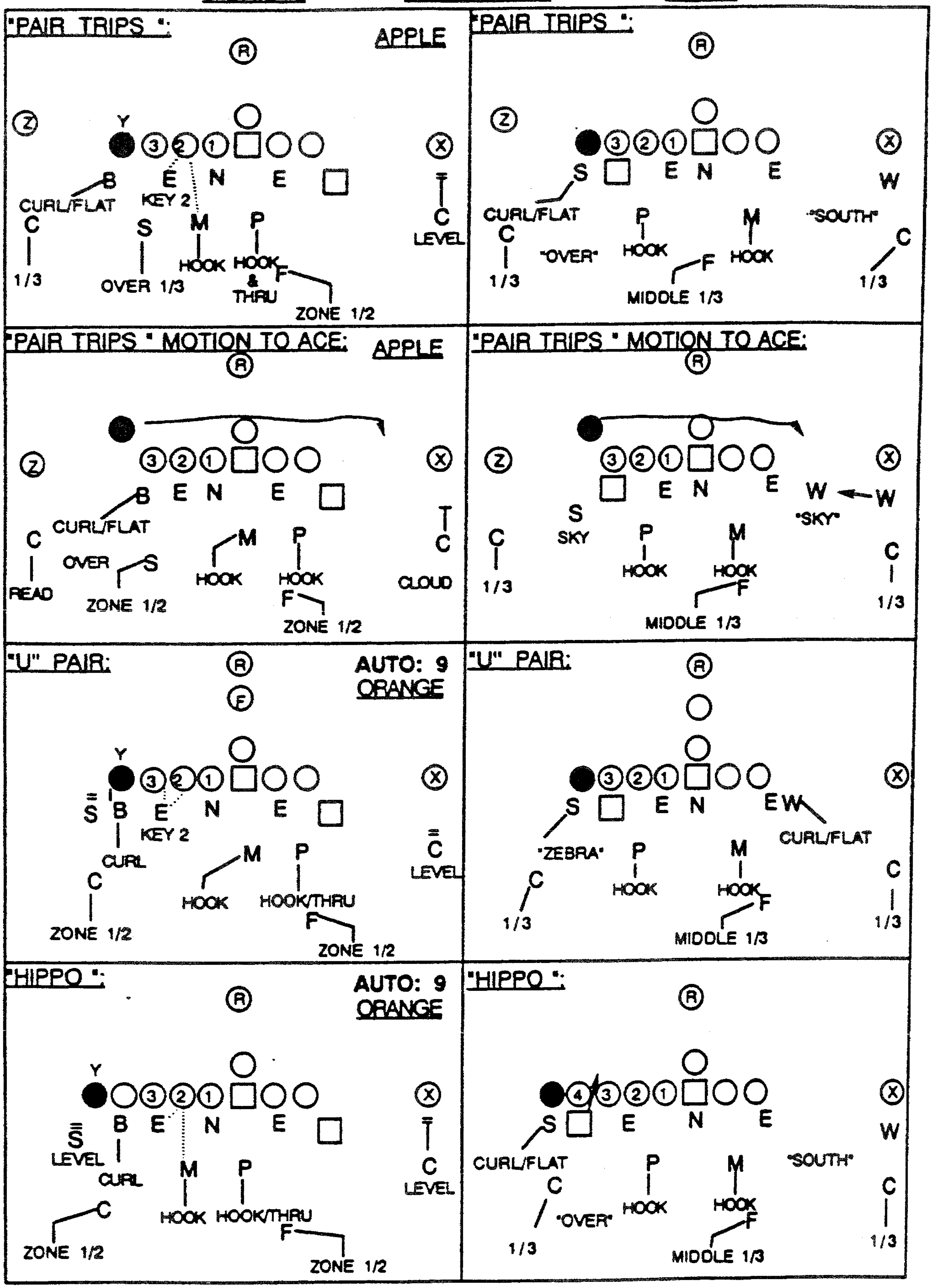
6- F/S MIDDLE 1/3





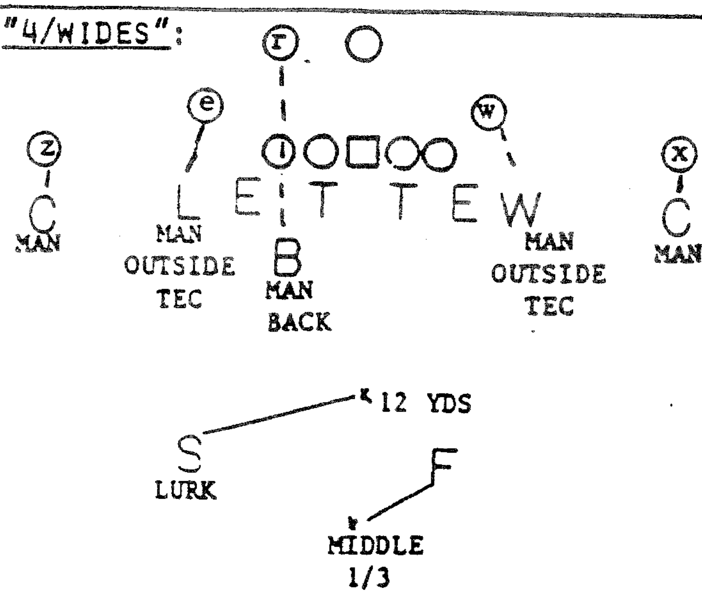


WORM 43 UNBALANCED BIRDIE

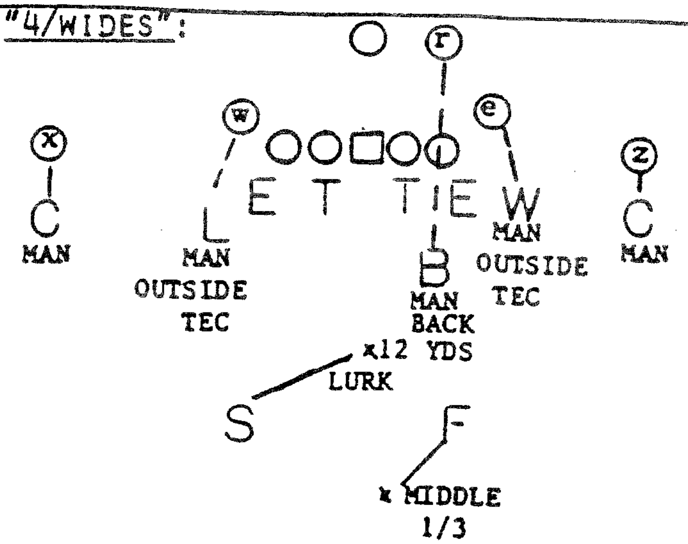


2 ROBBER

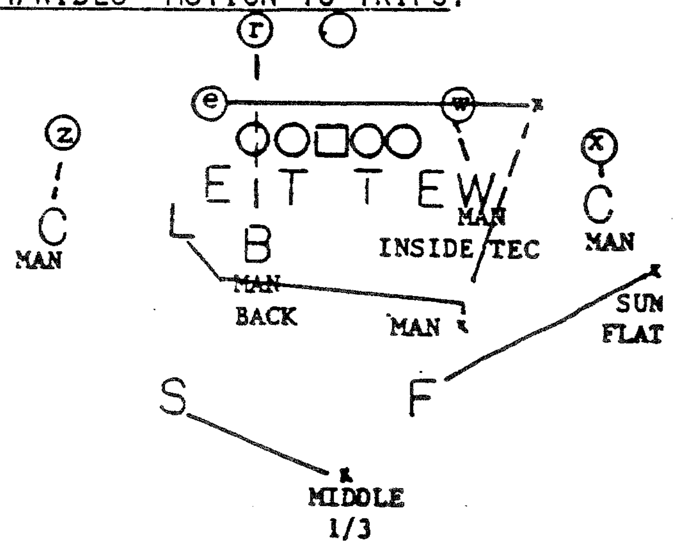
"4/WIDES":



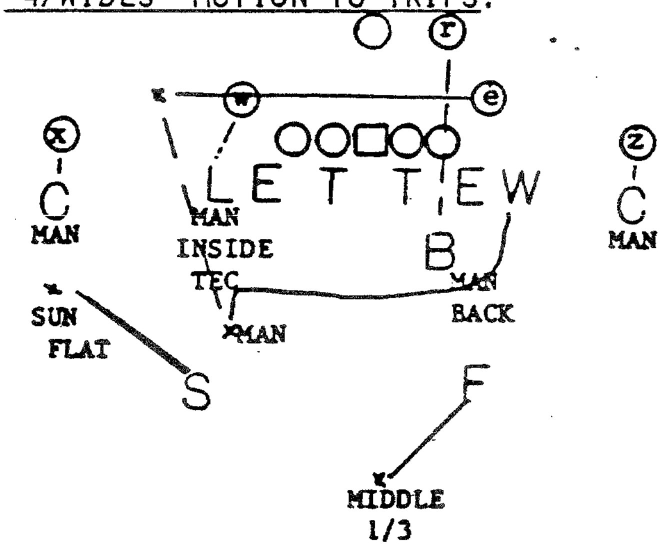
"4/WIDES":



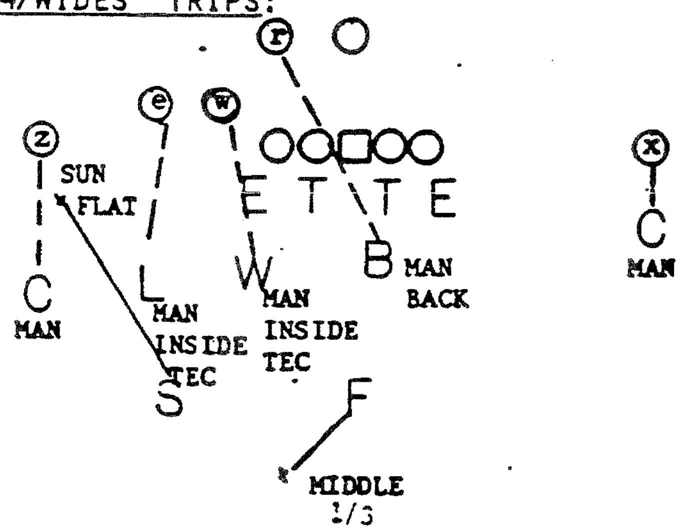
"4/WIDES" MOTION TO TRIPS:



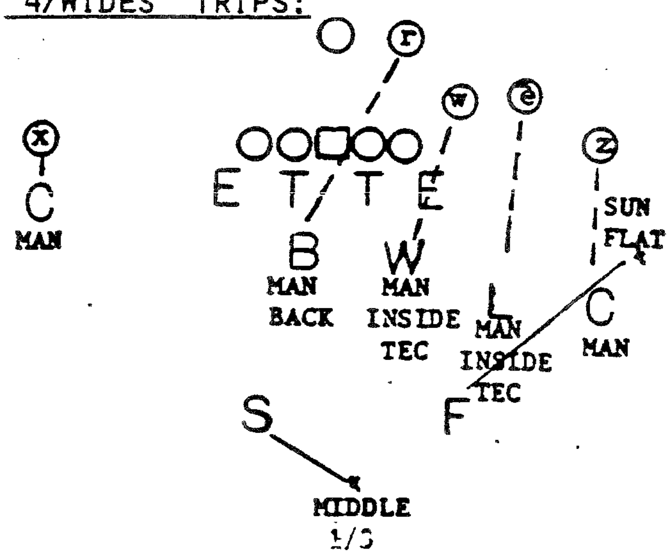
"4/WIDES" MOTION TO TRIPS:



"4/WIDES" TRIPS:



"4/WIDES" TRIPS:



NICKEL COVER 2/FLIP

1- LINE ALIGN "PRO"

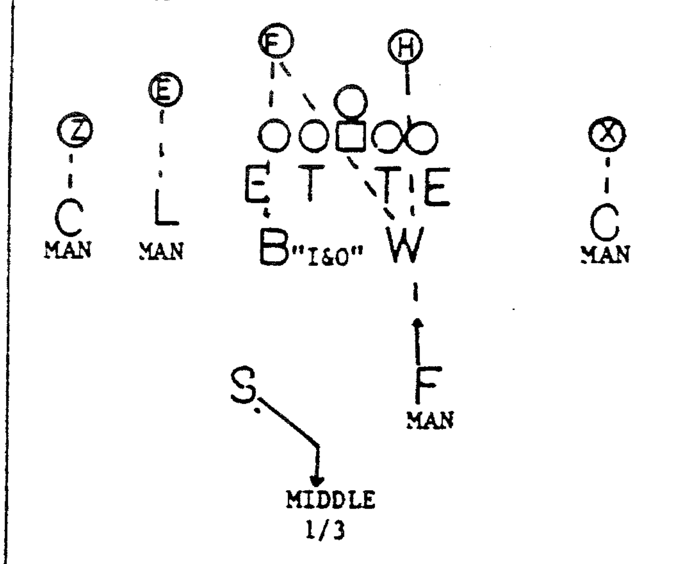
2- LINEBACKERS/SECONDARY SHOW COVER 7

3- BUCK/WHIP "I & O" NUMBER THREE (#3) RECEIVER TO SOLID/SIDE; FREE BACKER LOOK TO HELP ON SOLID/SIDE; SOLID/SIDE WILL CHANGE WITH WIDE/RECEIVER MOTION

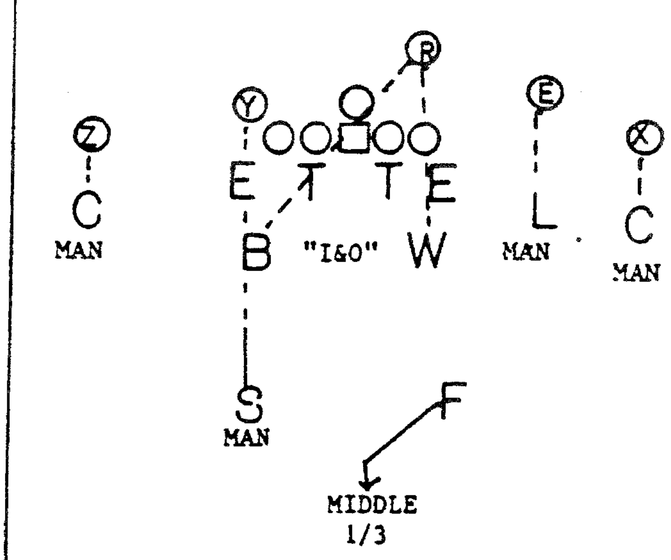
4- CORNERS/LURK PLAY COVER 2; SAFETY TO SINGLE WIDE/RECEIVER TAKE BACKERS COVERAGE; SAFETY TO TWO (2) WIDE/RECEIVER SIDE ZONE MIDDLE 1/3

COVER 2/FLIP

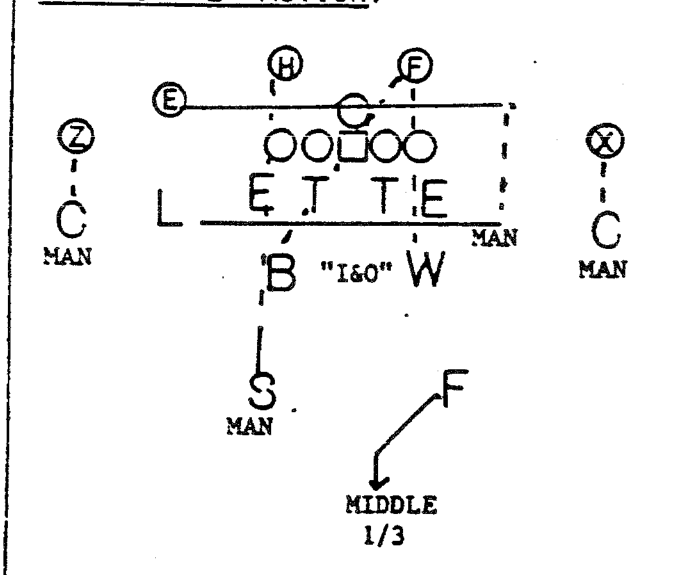
RED "S":



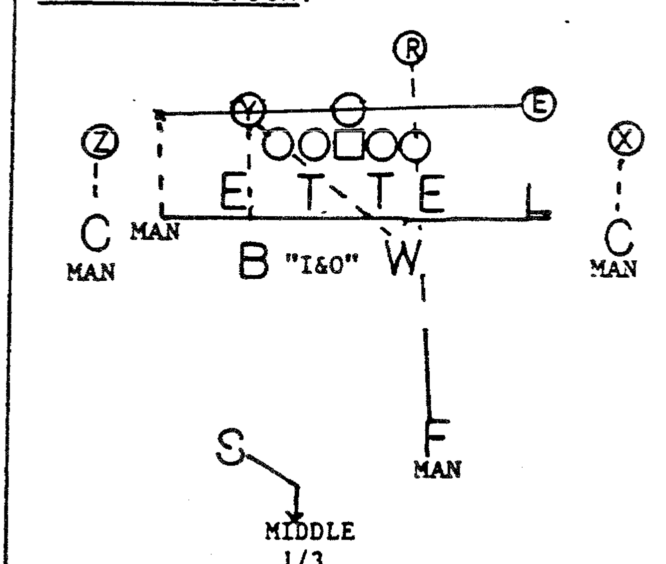
"Q":



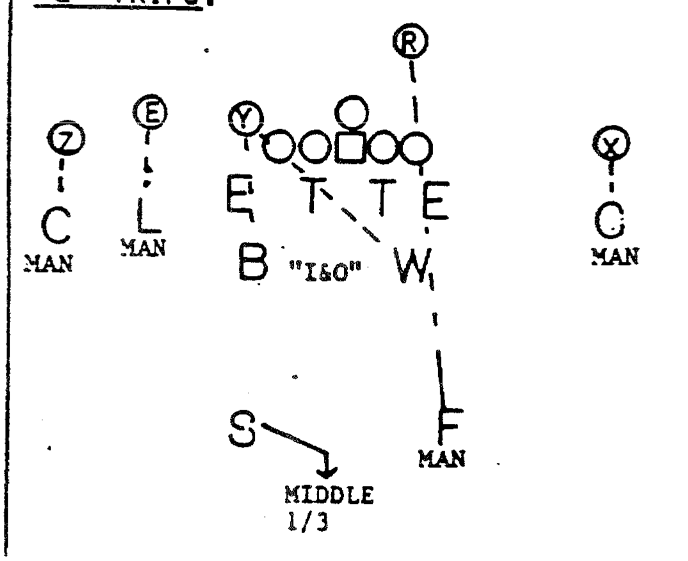
RED "S" "E" MOTION:



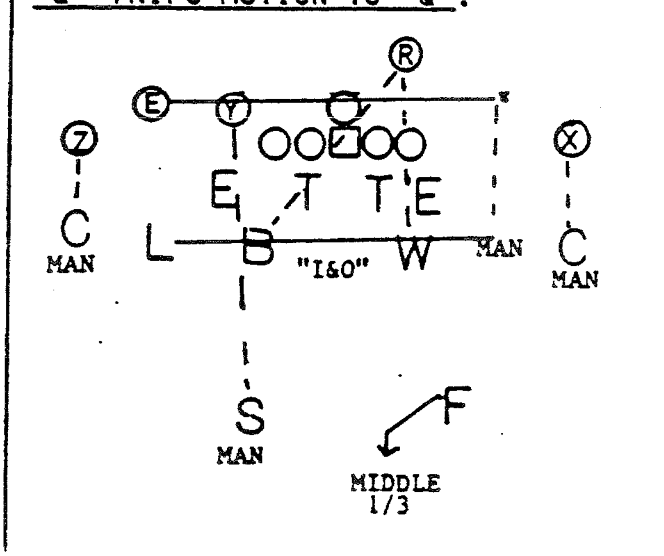
"Q" "E" MOTION:



"Q" TRIPS:



"Q" TRIPS MOTION TO "Q":



NICKEL COVER 6 CLOUD

1- LINE ALIGN "PRO"

2- LINEBACKERS/SECONDARY SHOW COVER 7

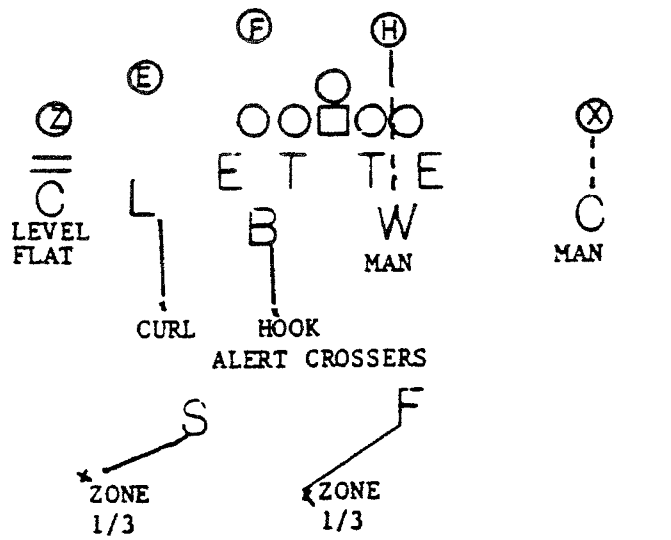
3- CORNER TO TWO (2) WIDE/RECEIVER SIDE "CLOUD"; LURK CURL; SAFETY TO TWO (2) WIDE/RECEIVER SIDE ZONE 1/3; SAFETY TO ONE (1) RECEIVER SIDE ZONE MIDDLE 1/3; CORNER TO ONE (1) RECEIVER SIDE MAN

4- BACKERS TO TWO (2) WIDE/RECEIVER SIDE HOOK; BACKER TO ONE (1) RECEIVER SIDE MAN ON NUMBER TWO (#2) RECEIVER

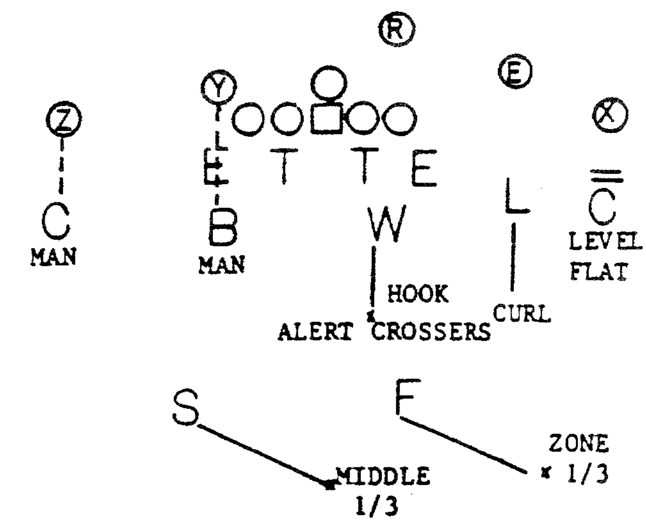
5- CLOUD SIDE WILL CHANGE WITH WIDE/RECEIVER MOTION

NICKEL COVER 6 CLOUD

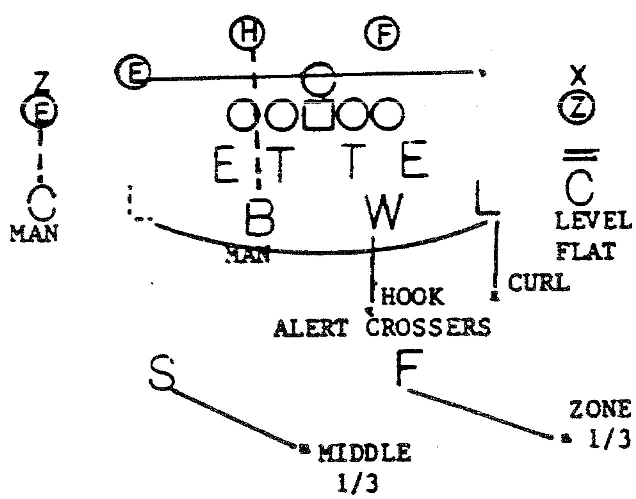
"S":



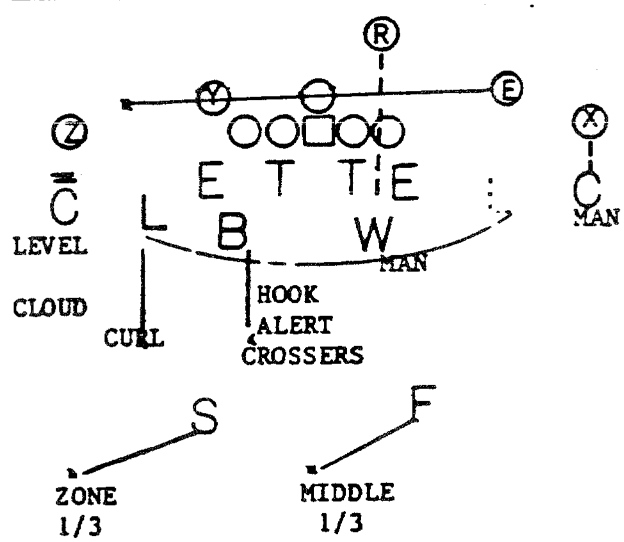
"Q":



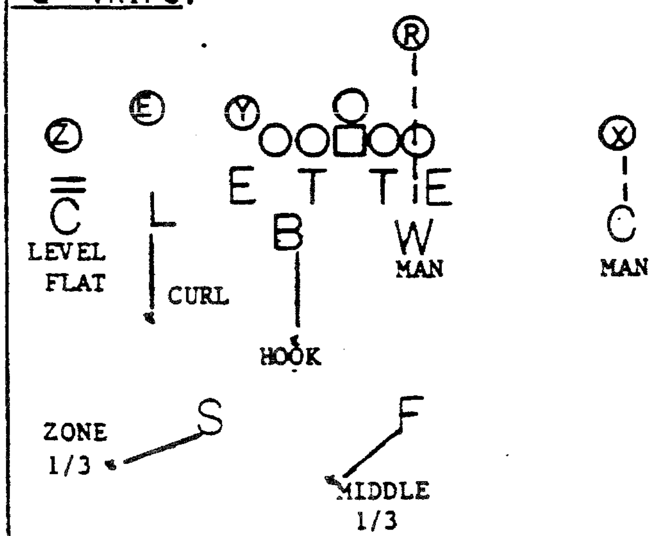
"S" "E" CROSS MOTION:



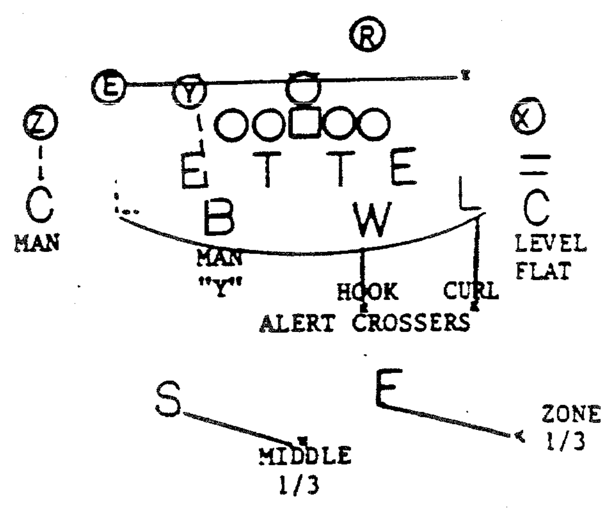
"Q" MOTION TO "Q" TRIPS:



"Q" TRIPS:



"Q" TRIPS MOTION TO "Q":



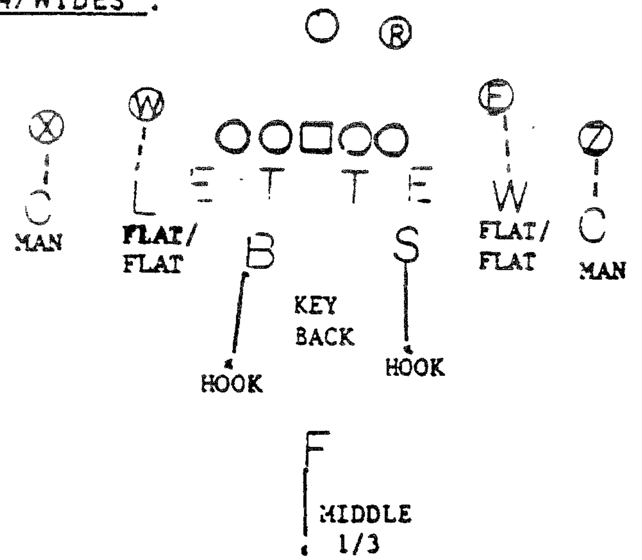
<u>NICKEL 63 CLOUD</u>

1- VERSUS "Q" BALANCE ("4/WIDES") CORNER/LURK/WHIP ALIGN LEFT/RIGHT AND PLAY FLAT/FLAT (SKY/MAN VERSUS TIGHT/END); BUCK AND SAFETY BEHIND BALL PLAY HOOKS (KEYING THE BACK); BACK OFF/SET AND RELEASE TO YOUR SIDE PLAY HIM M/M; FREE SAFETY MIDDLE 1/3

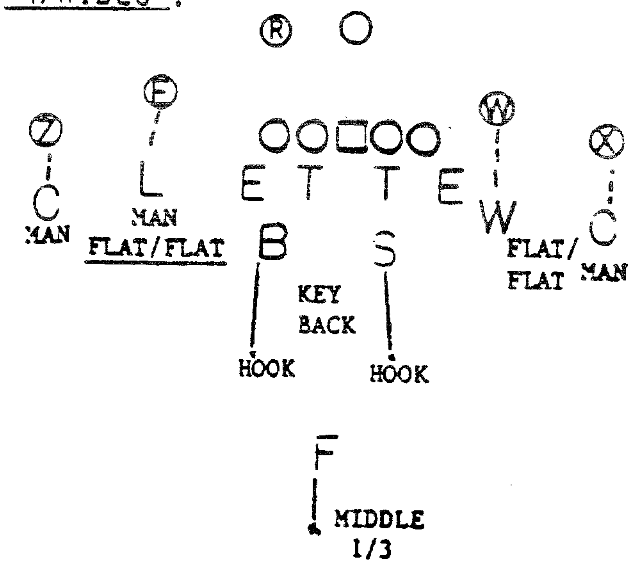
2- VERSUS "4/WIDES"/"Q" ALIGNED TRIPS OR MOTION TO TRIPS PLAY "6" CLOUD TO TRIPS SIDE; CORNER CLOUD; LURK/WHIP PLAY CURL; BUCK/SAFETY PLAY HOOKS; CORNER AWAY FROM TRIPS SIDE PLAY M/M ON YOUR RECEIVERS; BUCK/SAFETY AWAY FROM TRIPS SIDE PLAY SOFT MAN ON BACK; IF BACK RELEASES TO YOU, YOU HAVE HIM M/M; LURK/WHIP AWAY FROM TRIPS SIDE HAS MIDDLE 1/3; FREE SAFETY HAS THE ZONE 1/3 TO TRIPS SIDE

63 CLOUD

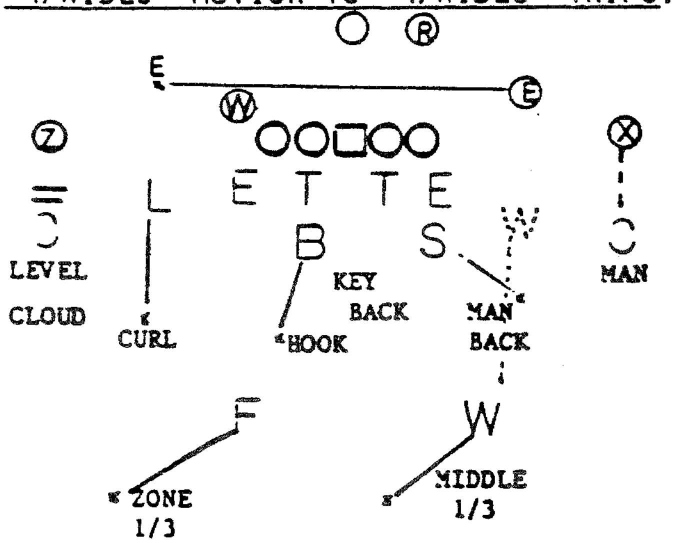
"4/WIDES":



"4/WIDES":

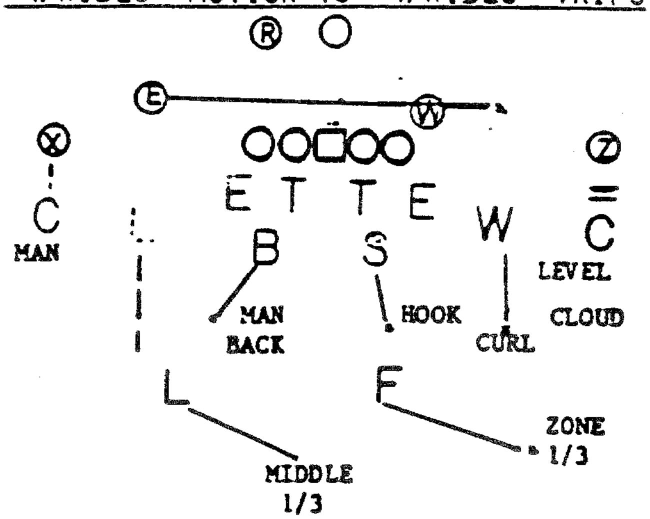


"4/WIDES" MOTION TO "4/WIDES" TRIPS:



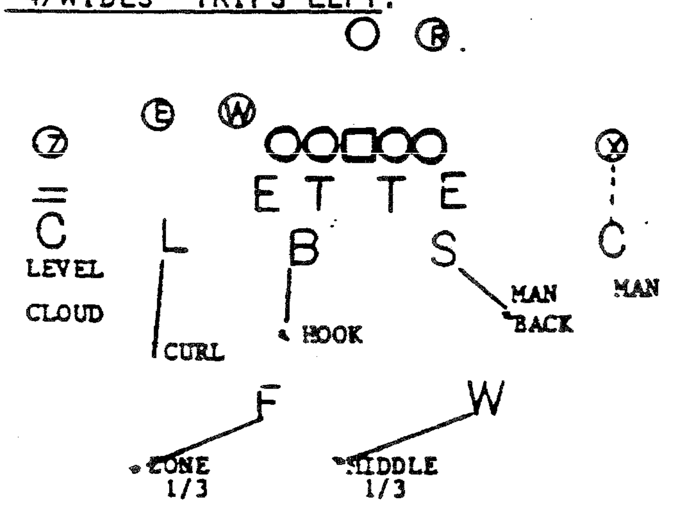
****FLAT/FLAT TO 6 CLOUD

"4/WIDES" MOTION TO "4/WIDES" TRIPS:



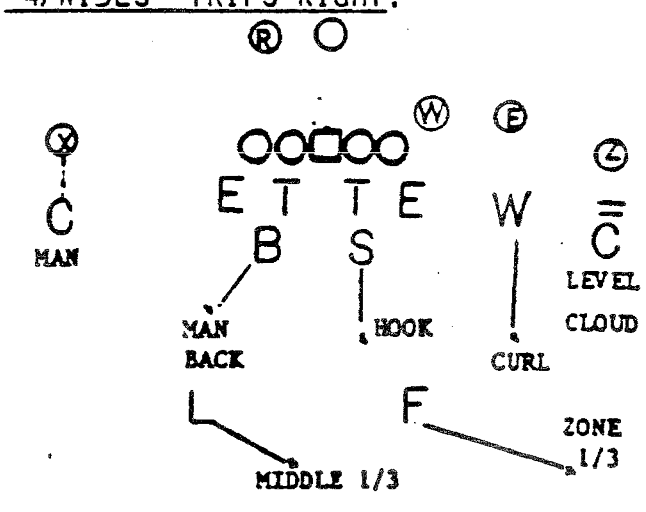
****FLAT/FLAT TO 6 CLOUD

"4/WIDES" TRIPS LEFT:



****6 CLOUD

"4/WIDES" TRIPS RIGHT:



NICKEL COVER 76

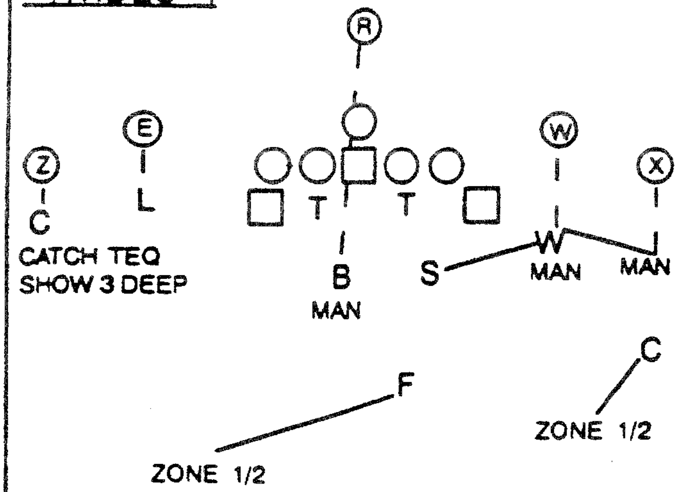
1- VERSUS "4/WIDES" BALANCE: LEFT/CORNER ALIGN AT 7 YARDS AND USE A CATCH TECHNIQUE; LURK TOUGH YOUR MAN; BUCK HAS REMAINING/BACK; STRONG SAFETY STEM/UP BEHIND BALL AND CUT TO INSIDE RECEIVER ON RIGHT; WHIP ALIGN ON INSIDE RECEIVER RIGHT AND CUT TO OUTSIDE RIGHT; RIGHT/CORNER ALIGN 10-12 YARDS DEEP AND PLAY ZONE 1/2; FREE SAFETY SHOW ALIGNMENT IN MIDDLE 1/3

2- VERSUS "4/WIDES" ALIGNED TRIPS OR MOTION TO TRIPS AUTO COVER "6"; TRIPS RIGHT LURK ADJUST AND PLAY CURL; WHIP SUN; SAFETY PLAY HOOK (ALERT TO CARRY CROSSERS); BUCK KEY REMAINING/BACK FOR RELEASES; BACK RELEASE TO ZONE SIDE, BE A ZONER (HOOK); CORNER AWAY FROM "6" SIDE PLAY M/M; FREE SAFETY HAS MIDDLE 1/3

3- VERSYS TRIPS LEFT WHIP ADJUST AND PLAY CURL; LURK SUN; BUCK PLAY HOOK (ALERT TO CARRY CROSSERS); STRONG SAFETY KEY REMAINING/ BACK FOR RELEASES; BACK RELEASE TO YOU PLAY HIM M/M; BACK RELEASE TO ZONE SIDE, BE A ZONER (HOOK); CORNER AWAY FROM "6" SIDE PLAY M/M; FREE SAFETY HAS MIDDLE 1/3

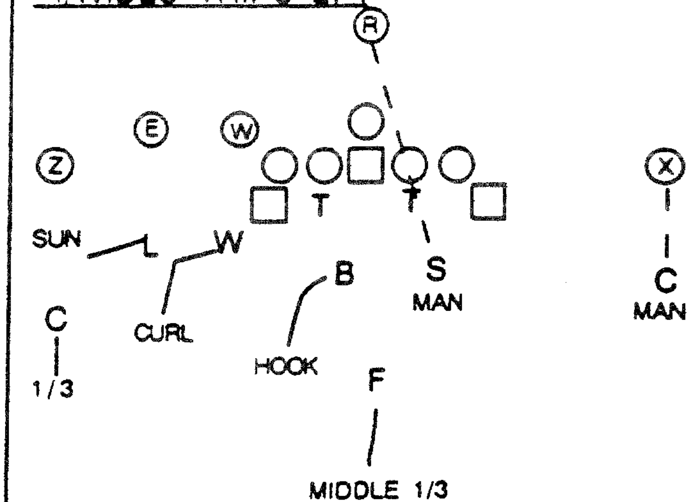
NICKEL COVER "76"

"4/WIDES ":



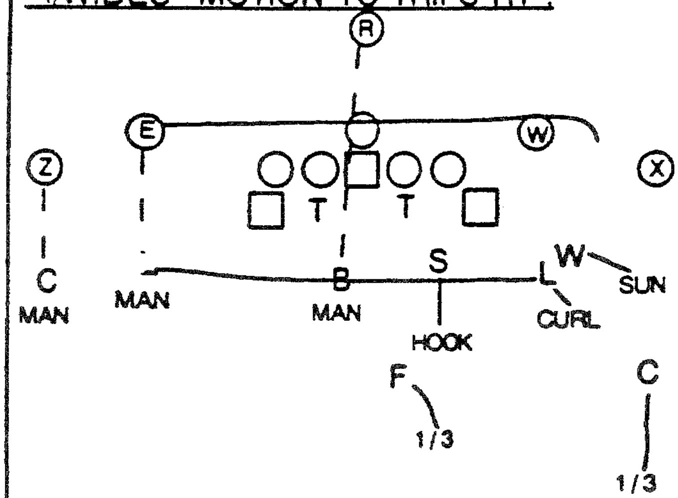
COVER "7"

"4/WIDES TRIPS LT":



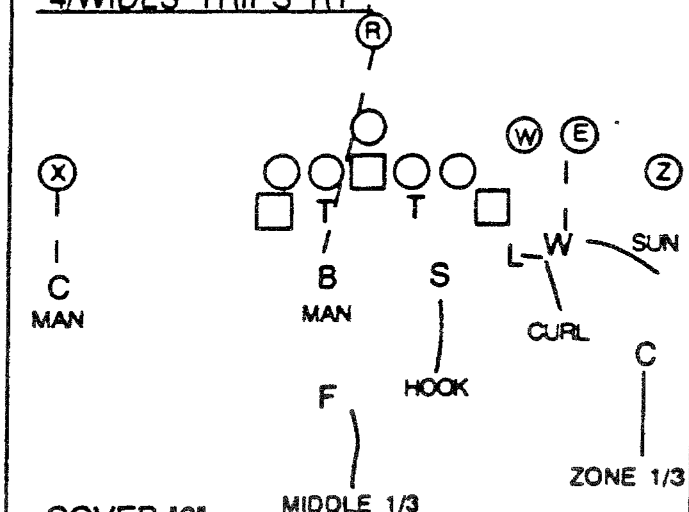
COVER "6"

"4/WIDES MOTION TO TRIPS RT":



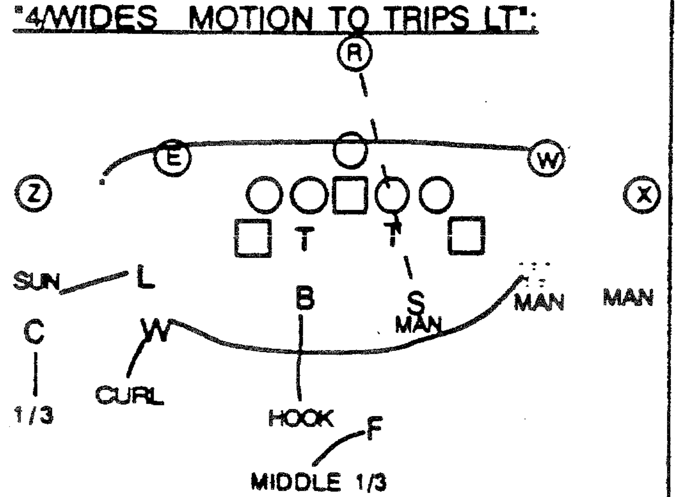
COVER "7" TO COVER "6"

"4/WIDES TRIPS RT":



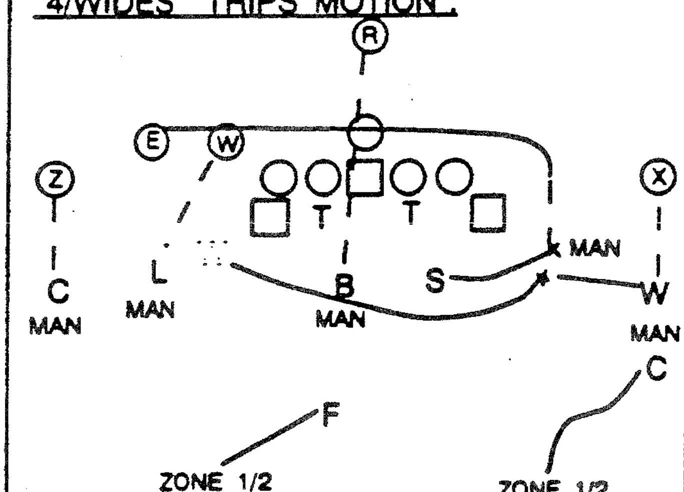
COVER "6"

"4/WIDES MOTION TO TRIPS LT":



COVER "7" TO COVER "6"

"4/WIDES TRIPS MOTION":



COVER "6" TO COVER "7"

UNDER/SOLID NASH COVER 2 (SYDNEY)

1- NASH FLEX; ELEPHANT ALIGN EAGLE AND "DOG" (ALERT "TOUGH")

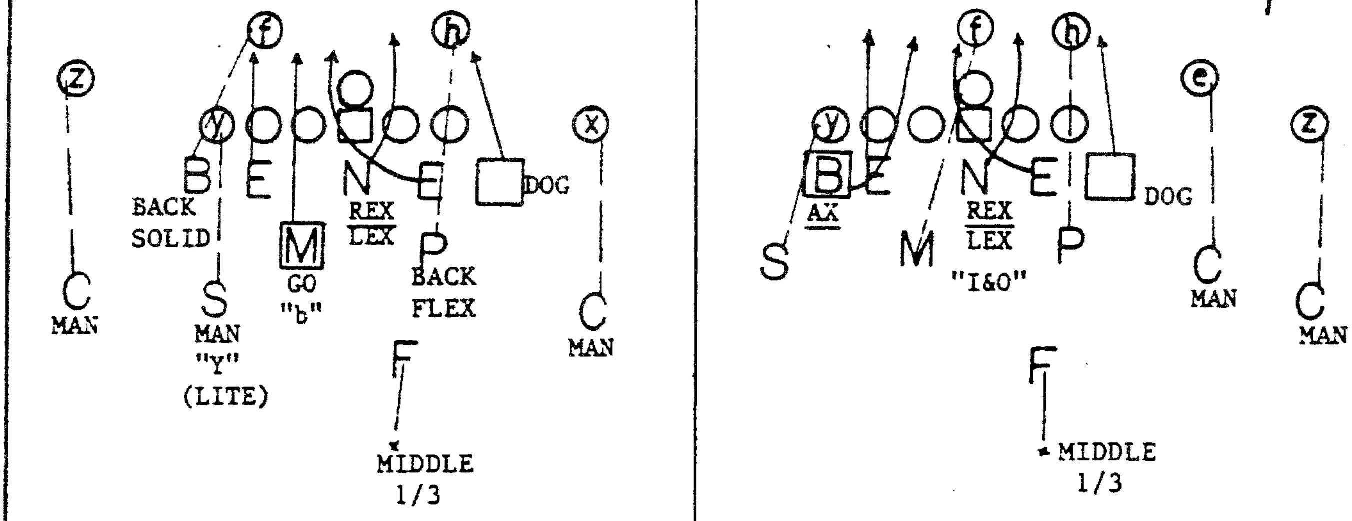
2- BACK SOLID: BUCK, LIGHTNING/MAN BUCK/SOLID; MIKE BLITZ THE SOLID "B" GAP; STRONG SAFETY, LIGHTNING/MAN "Y"; PLUGGER, TAKE BACK/FLEX

3- NO BACK SOLID: BUCK, AX; MIKE "I & O" WITH THE PLUGGER; STRONG SAFETY, SKY/MAN "Y"

4- ALIGNED, SHIFTED (MOTION) "ONE-BACK" SETS: AUTO "BUSTER"; BUCK, LIGHTNING/MAN "Y"; MIKE BLITZ SOLID "B" GAP; PLUGGER, MAN THE REMAINING/BACK; STRONG AND FREE SAFETIES HANDLE THE WING AND THE MIDDLE 1/3 (FREE SAFETY VERSUS CLOSE/WING FLEX, TOUGH THE ELEPHANT)

5- VERSUS "Y" OPEN (S) OR CROSS/MOTION (SHIFT), BUCK BUSTER; STRONG SAFETY HAS BACK/SOLID (STRONG AND FREE SAFETIES THEN BUSTER COVERAGE ANY FURTHER BACK SHIFT OR MOTION) ---- BUCK TOUGH "Y" CROSS/SHIFT TO WHIP AND ELEPHANT

UNDER/SOLID (REX/LEX) COVER 2 (Sydney)



SOLID END: JET

FLEX END: REX/LEX

NOSE: REX/LEX

BUCK: BACK SOLID, MAN; NO BACK SOLID, AX; "Y" OPEN, "Y" CROSS MOTION (SHIFT), ONE/BACK SETS (SHIFT, MOTION OR ALIGNED) AUTO "BUSTER".

WHIP: DOG

MIKE: BACK SOLID, GO "B"; NO BACK SOLID, "I & O" WITH PLUGGER; "Y" OPEN, "Y" CROSS MOTION (SHIFT), ONE/BACK SETS (SHIFT, MOTION OR ALIGNED) AUTO: "BUSTER".

PLUGGER: MAN BACK/FLEX; "Y" OPEN, "Y" CROSS MOTION (SHIFT), ONE/BACK SETS (SHIFT, MOTION OR ALIGNED) AUTO "BUSTER".

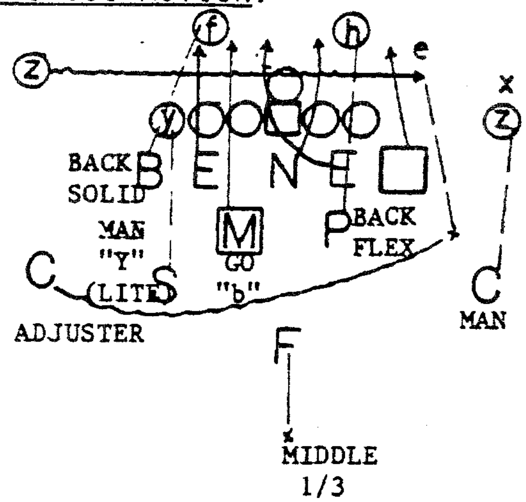
STRONG SAFETY: MAN "Y" LITE WHEN BACK-SOLID, NO BACK-SOLID MAY "Y" SKY "Y" OPEN, "Y" CROSS MOTION (SHIFT), ONE/BACK SETS, MOTION OR ALIGNED) AUTO "BUSTER".

FREE SAFETY: DEFEND MIDDLE 1/3; "Y" OPEN, "Y" CROSS MOTION (SHIFT), ONE BACK SETS (SHIFT, MOTION OR ALIGNED) AUTO "BUSTER".

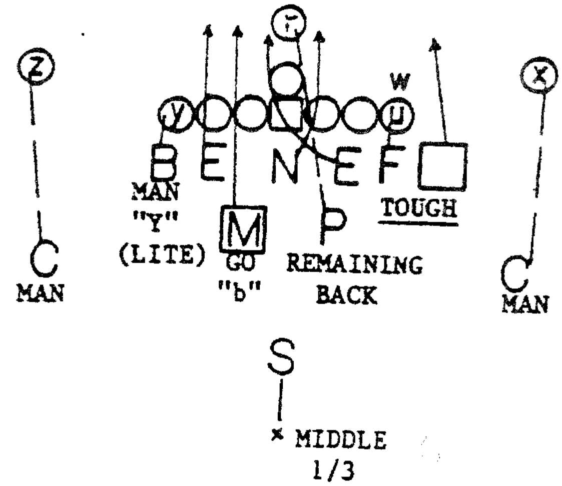
CORNERS: MAN; TOUGH VERSUS TX(U).

UNDER/SOLID (REX/LEX) COVER 2 ADJUSTMENTS

"Z" CROSS MOTION:

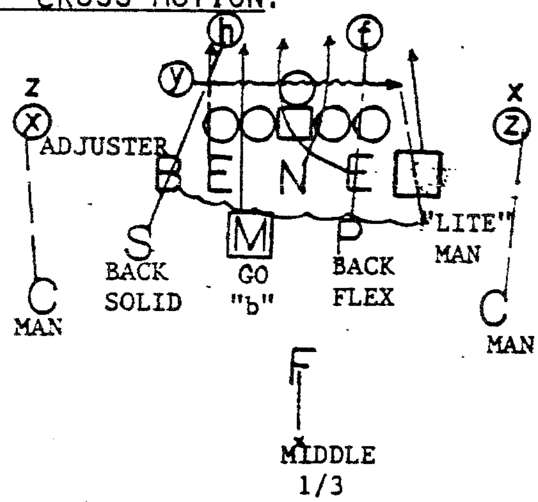


ACE:



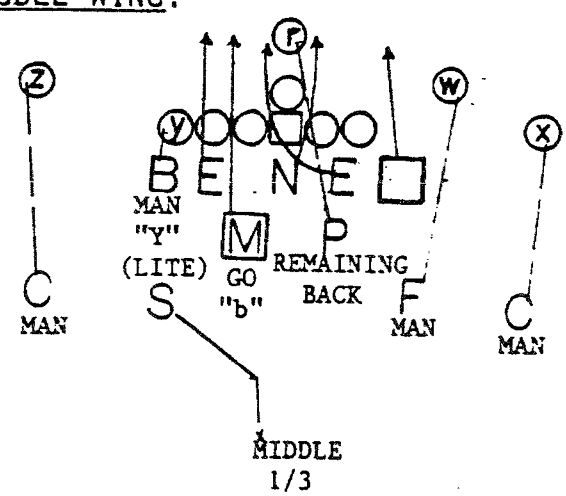
****Auto "BUSTER"

"Y" CROSS MOTION:



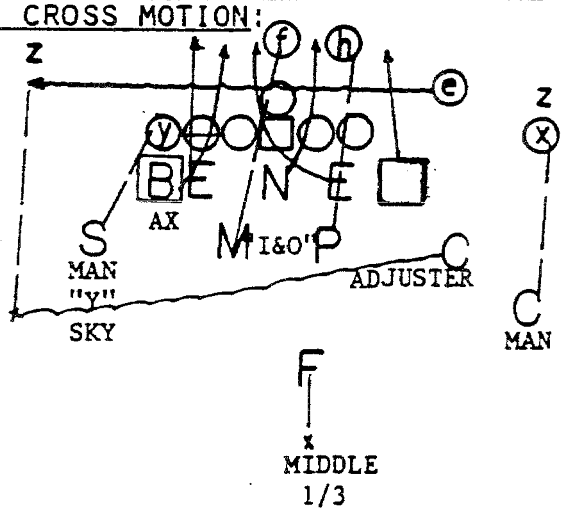
****Auto "BUSTER"

DOUBLE WING:

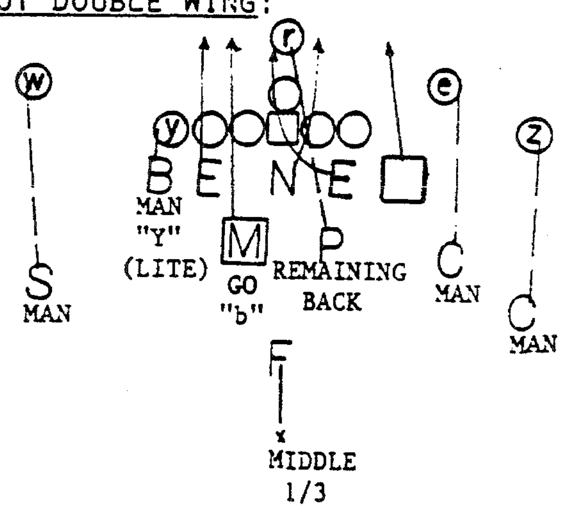


****Auto "BUSTER"

"E" CROSS MOTION:



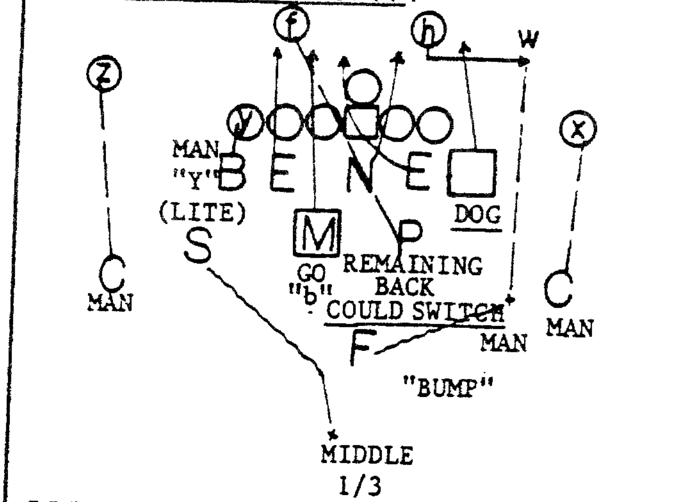
SLOT DOUBLE WING:



****Auto "BUSTER"

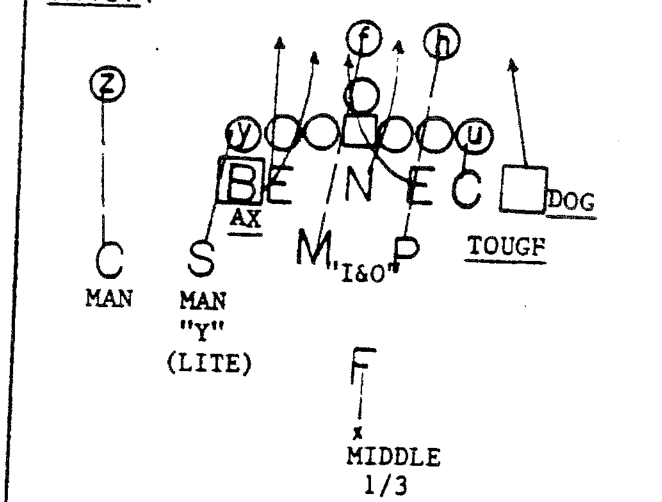
UNDER/SOLID (REX/LEX) COVER 2 ADJUSTMENTS

FLEX MOTION (SHIFT):

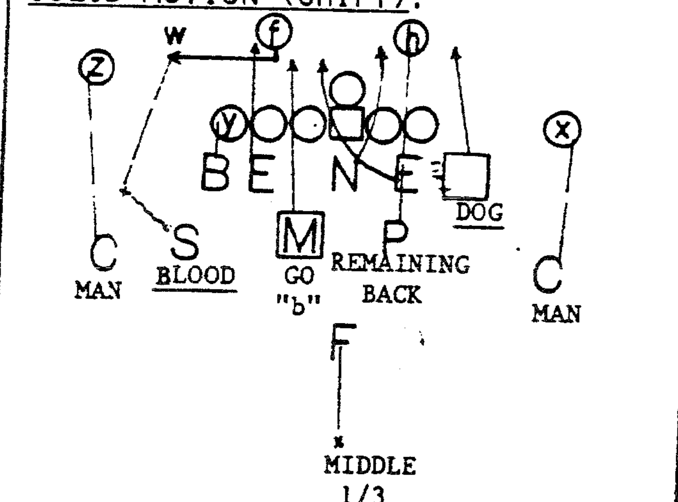


****AUTO "BUSTER"

TX(U):

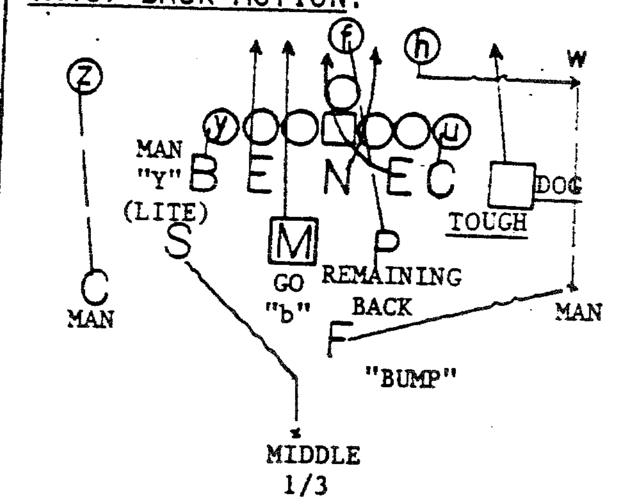


SOLID MOTION (SHIFT):



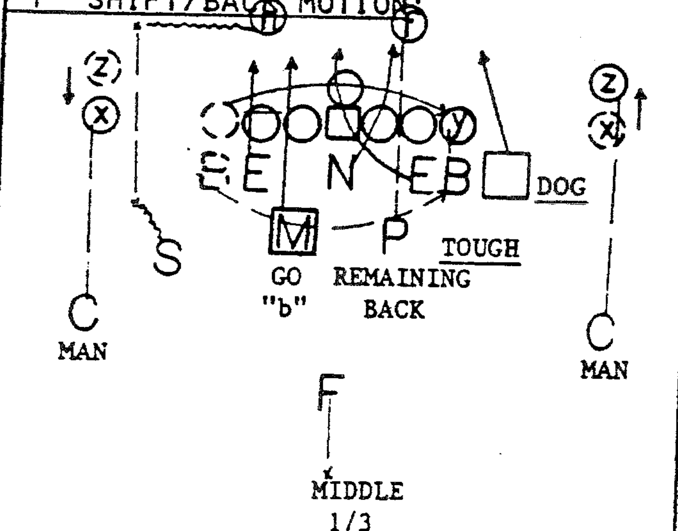
****AUTO "BUSTER"

TX(U) BACK MOTION:



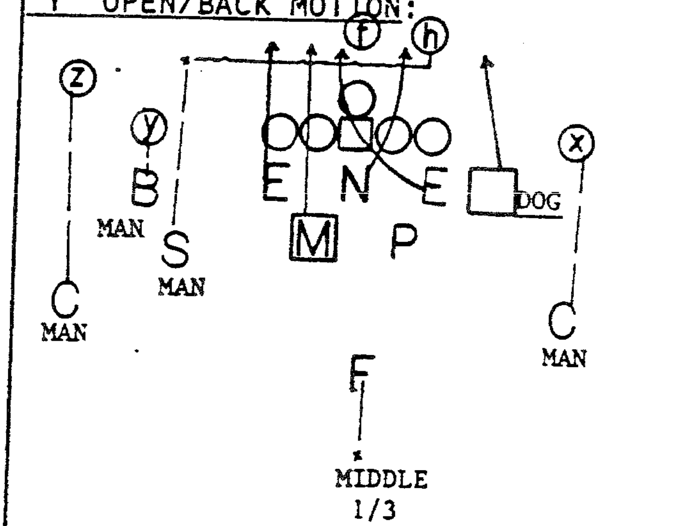
****AUTO "BUSTER"

"Y" SHIFT/BACK MOTION:



****AUTO "BUSTER"

"Y" OPEN/BACK MOTION:



****AUTO "BUSTER"

EAGLE POP/PLUGGER/PAX/STING COVER SALLY

1- LINE: ALIGN EAGLE, SOLID/END CONTAIN RUSH, NOSE RUSH SOLID "A" GAP; FLEX/END RUSH FLEX "B" GAP ON POP AND PAX; RUSH FLEX "A" GAP ON PLUGGER; AUTO "POP" "Y" SHIFT ON PLUGGER OR PAX OR STING

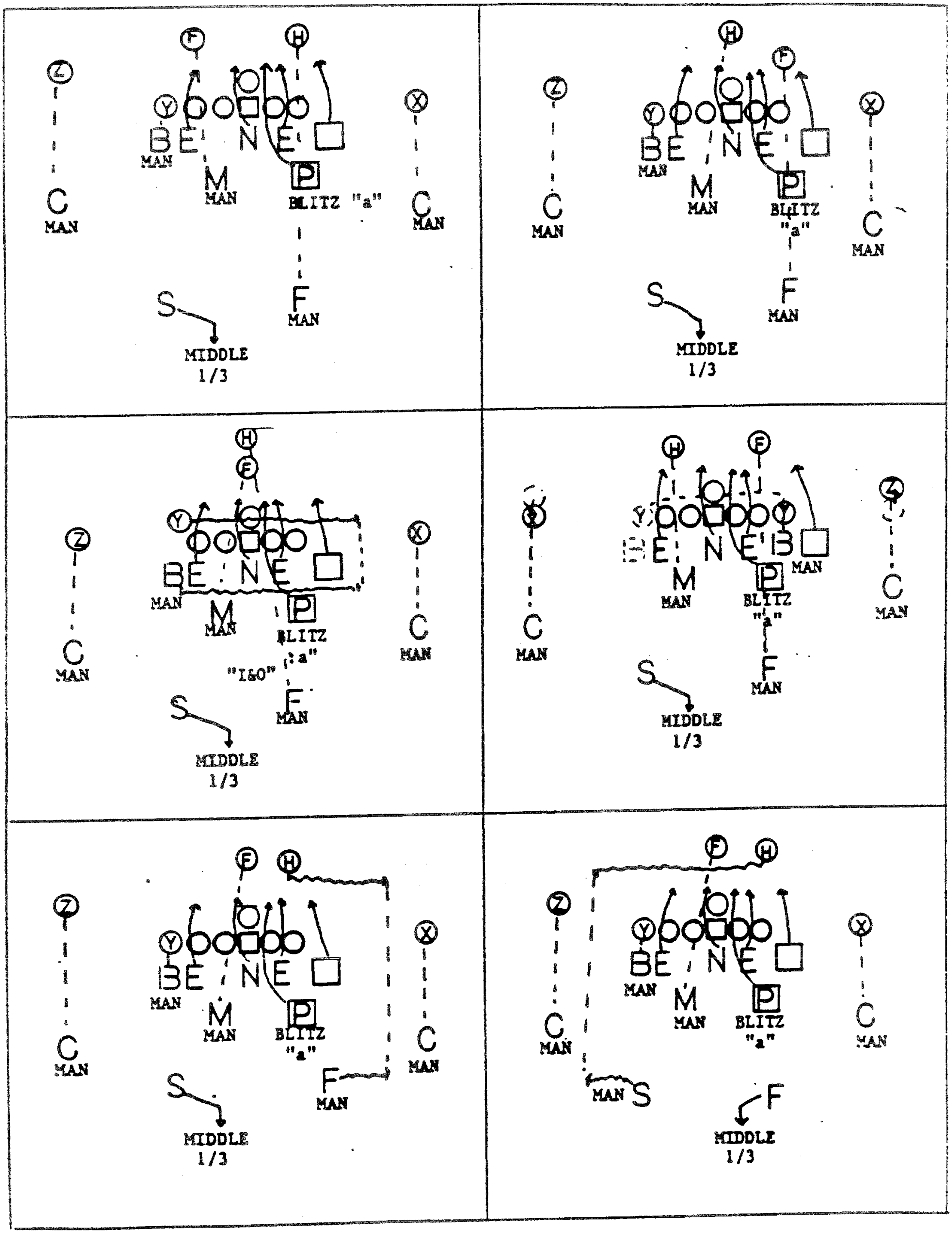
2- BUCK MAN TIGHT/END; MIKE MAN SOLID/BACK AND "I & O" GREEN, BROWN, BLUE WITH FREE SAFETY; PLUGGER BLITZ FLEX "A" ON "POP"; FLEX "B" ON PLUGGER AND FLEX "C" ON PAX; AUTO "POP" VERSUS "Y" SHIFT ON PAX; "STING" - FLEX/END JET "A" GAP, ELEPHANT RUN "RAZOR" CHARGE; PLUGGER BLITZ OUTSIDE OF ELEPHANT, YOU HAVE CONTAIN

3- CORNERS MAN WIDE/RECEIVERS; STRONG SAFETY MIDDLE 1/3 EXCEPT ON TRIPS SOLID OR MOTION TO TRIPS SOLID THEN MAN ON WING; FREE SAFETY MAN FLEX BACK AND WING ON DOUBLE WING AND MOTION TO DOUBLE WING; FREE SAFETY MIDDLE 1/3 ON ALIGNED TRIPS OR MOTION TO TRIPS

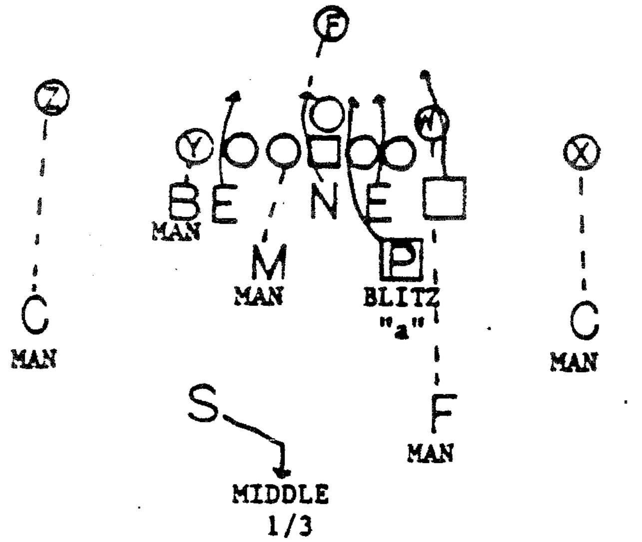
4- AUTO "POP" VERSUS ONE/BACK SET FLEX

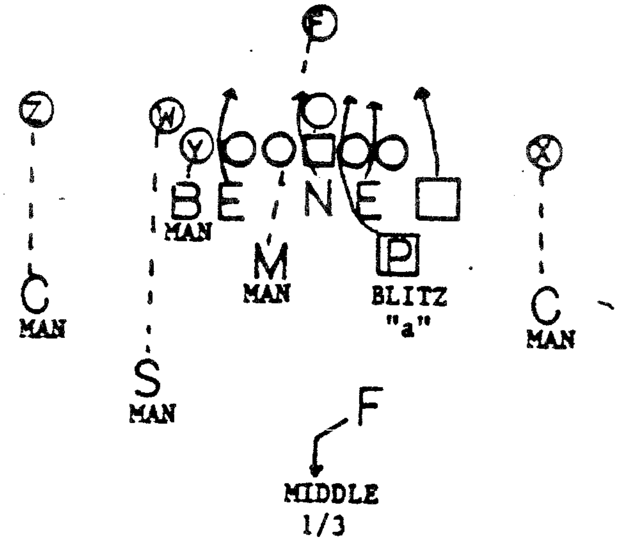
5- AUTO "BIRDIE" VERSUS "Q"; AUTO "APPLE" VERSUS "Y" OPEN

EAGLE "POP" COVER SALLY



EAGLE "POP" COVER SALLY





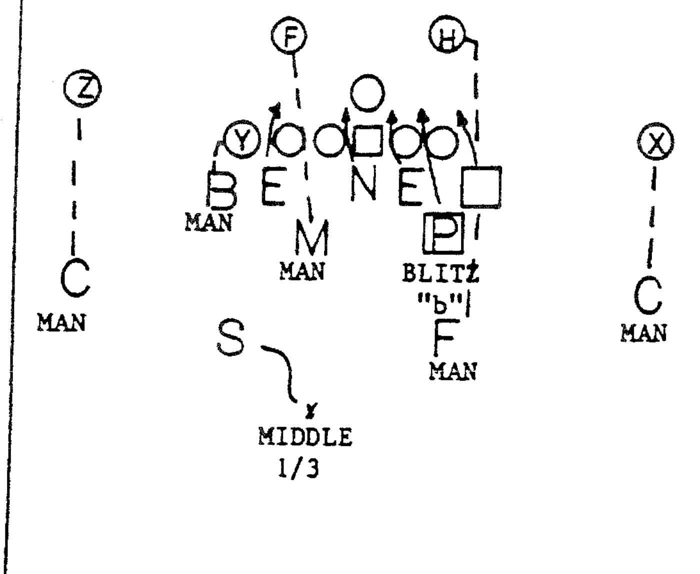


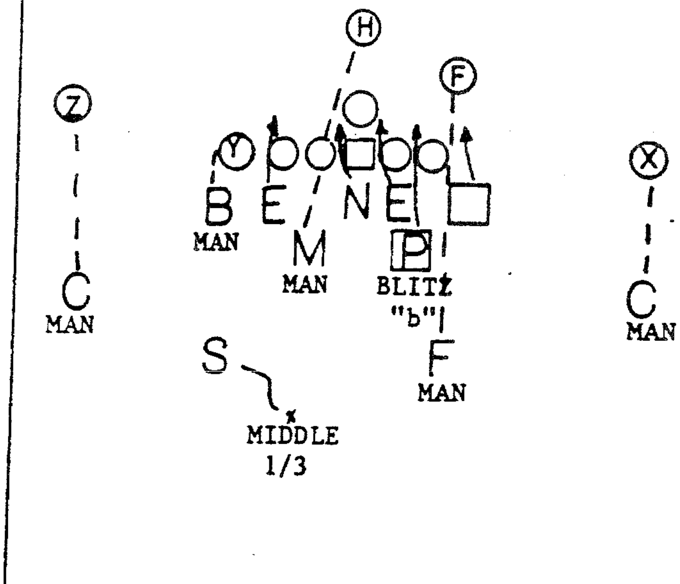


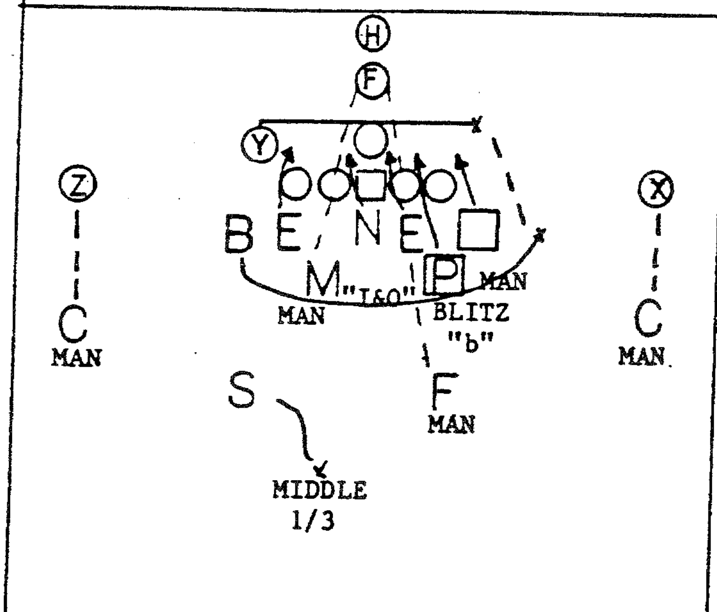


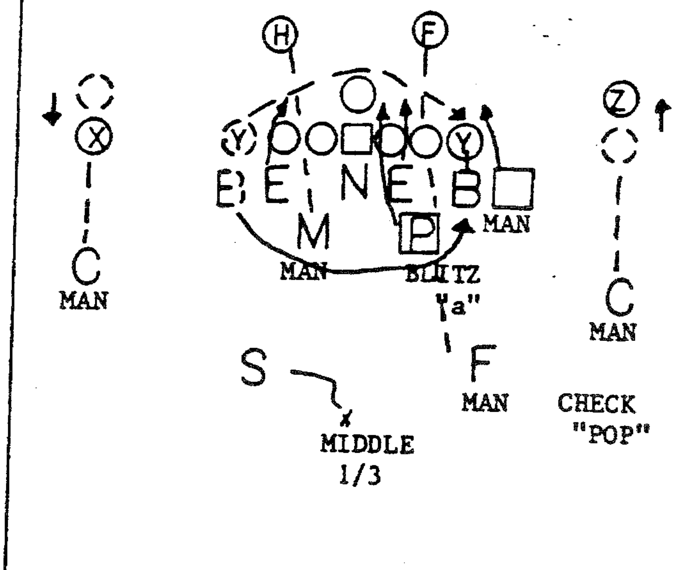


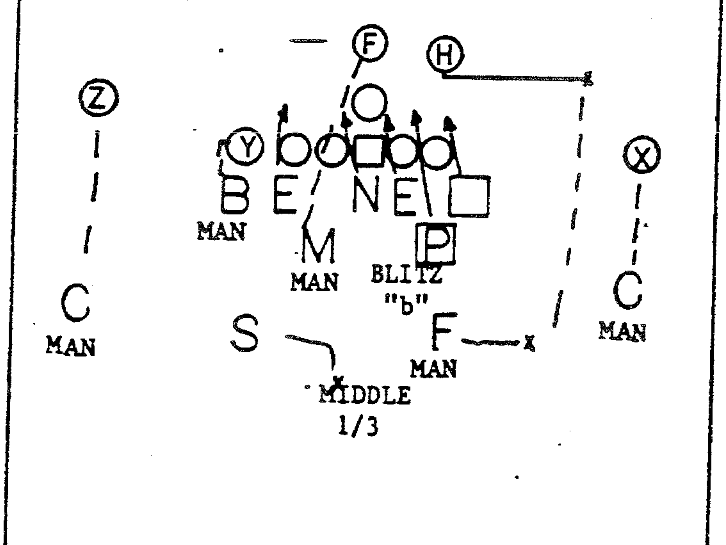
EAGLE "PLUGGER" COVER SALLY

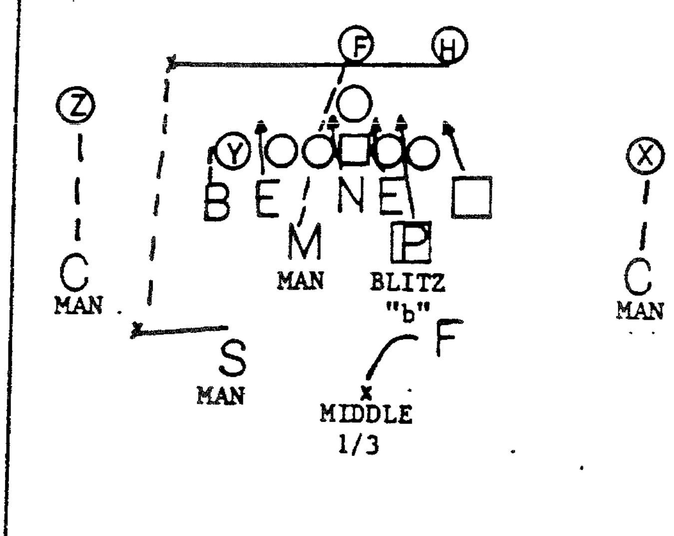




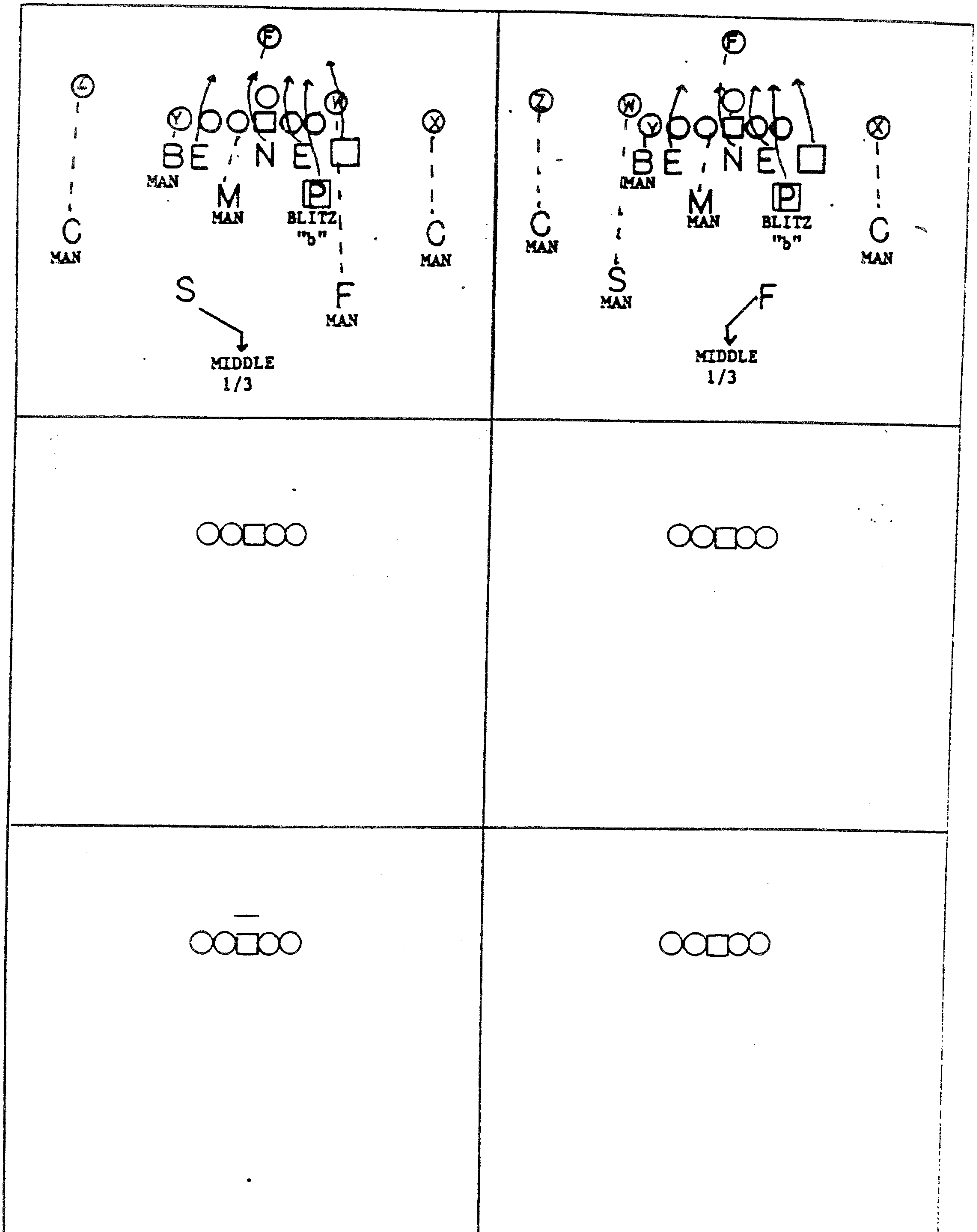




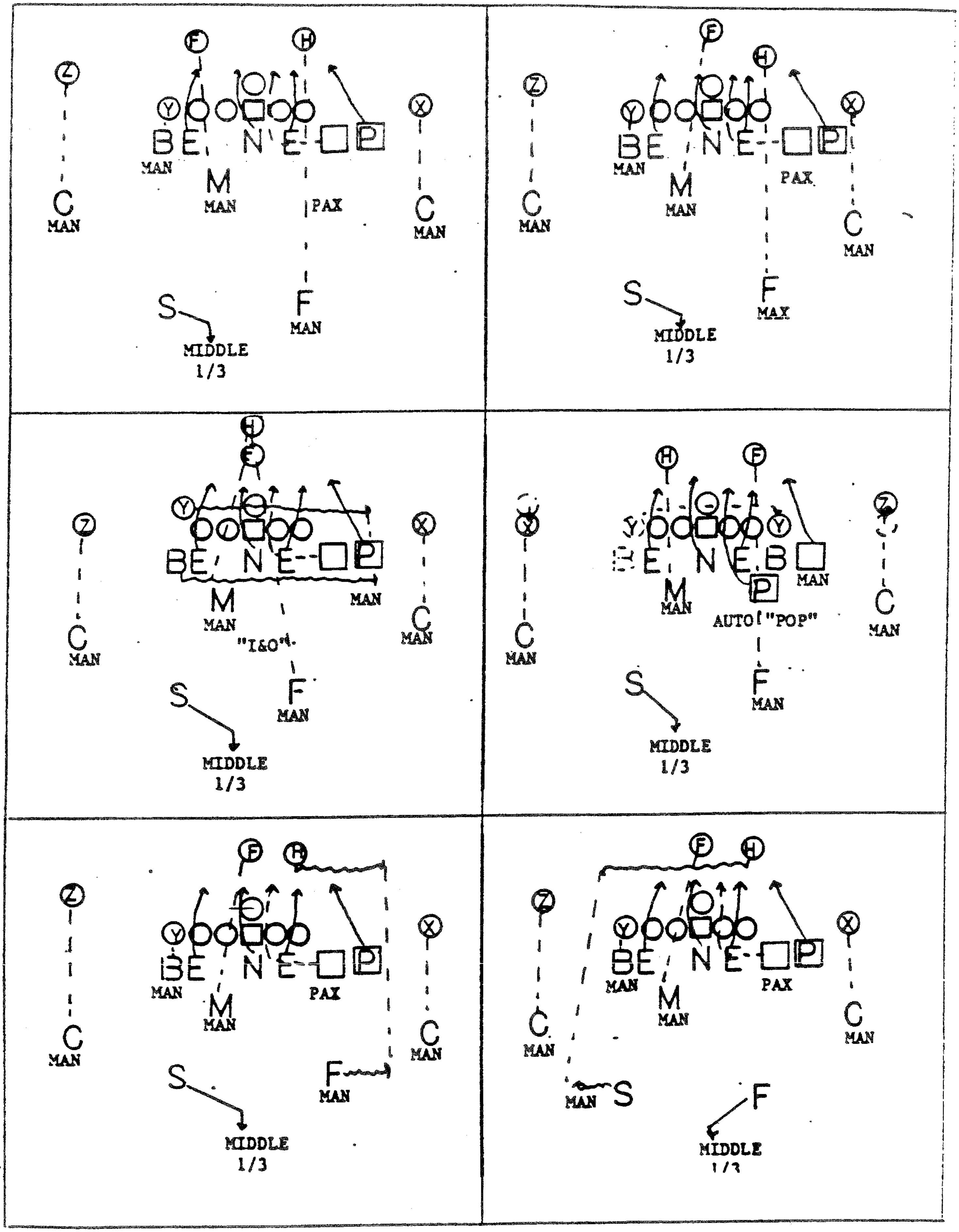




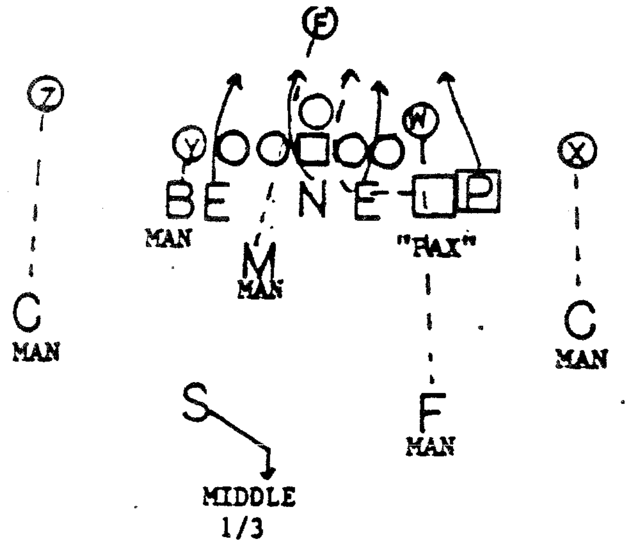
EAGLE "PLUGGER" COVER SALLY

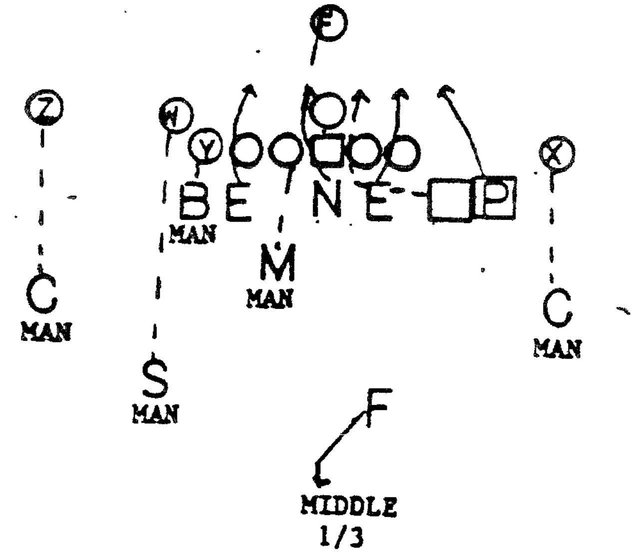


EAGLE "PAX" COVER SALLY



EAGLE "PAX" COVER SALLY













(EL) MOP COVER 2

1- LINE: SOLID/END "JET"; NOSE "JET" SOLID; FLEX/END RUSH OUTSIDE; ELEPHANT "JET/SPY" BACK/SOLID

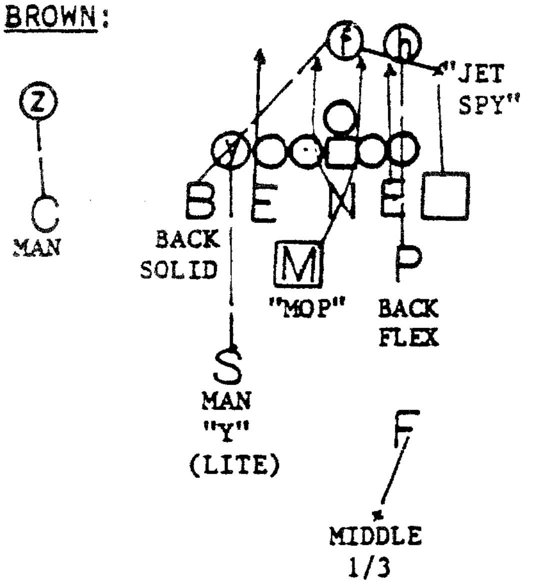
2- TWO/BACKS: BUCK "LIGHTNING/MAN" BACK/SOLID; MIKE "MOP" (BLITZ FLEX "A" (GAP); PLUGGER MAN BACK/FLEX; STRONG SAFETY LIGHTNING MAN "Y"

3- ALIGNED, SHIFTED (MOTION) "ONE/BACK" SETS: COVERAGE IS "SALLY"; "MIKE/MOP"; PLUGGER MAN THE REMAINGING/BACK

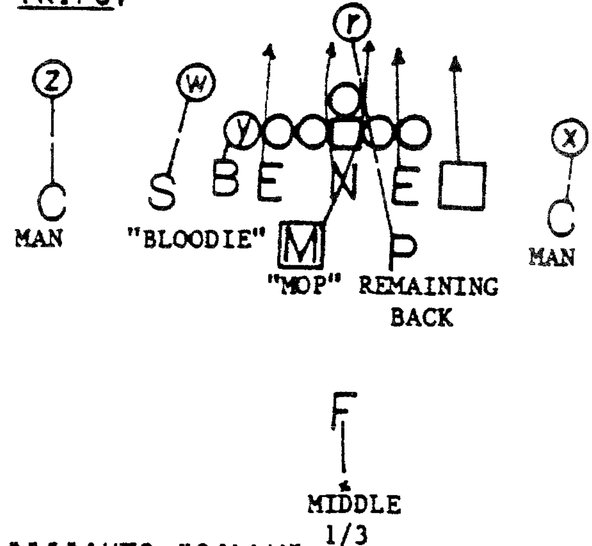
4- "Y" OPEN/CROSS: COVERAGE IS "SALLY"; "MIKE/MOP"; PLUGGER MAN THE BASE/FLEX; STRONG SAFETY MAN THE BACK TO THE ORIGINAL SOLID SIDE

MOP

BROWN:

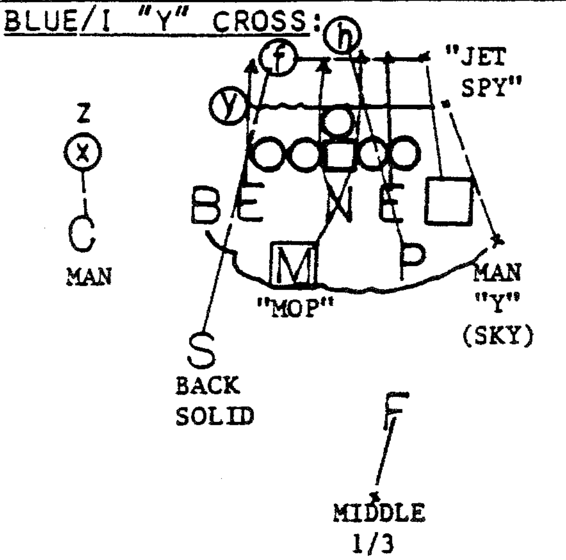


TRIPS:



****AUTO "SALLY"

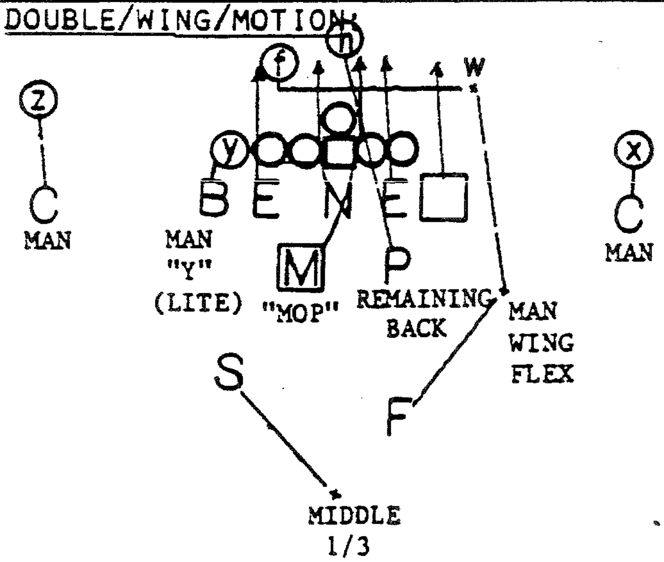
BLUE/I "Y" CROSS:



****AUTO "SALLY"



DOUBLE/WING/MOTION:



****AUTO "SALLY"



(EL) HAWK COVER 2/PUNCH

1- PLUGGER AND STRONG SAFETY SWAP POSITIONS

2- PLUGGER "PUNCH"; STRONG SAFETY AND MIKE "I & O"; WHIP "BUZZ"

3- WING/SOLID: STRONG SAFETY ADJUST AND WHIP FLAME

4- WING/FLEX: WHIP ADJUST; STRONG SAFETY MAN "Y"; PLUGGER AND BUCK STRIKE; LINE STAR/PORT TO WING

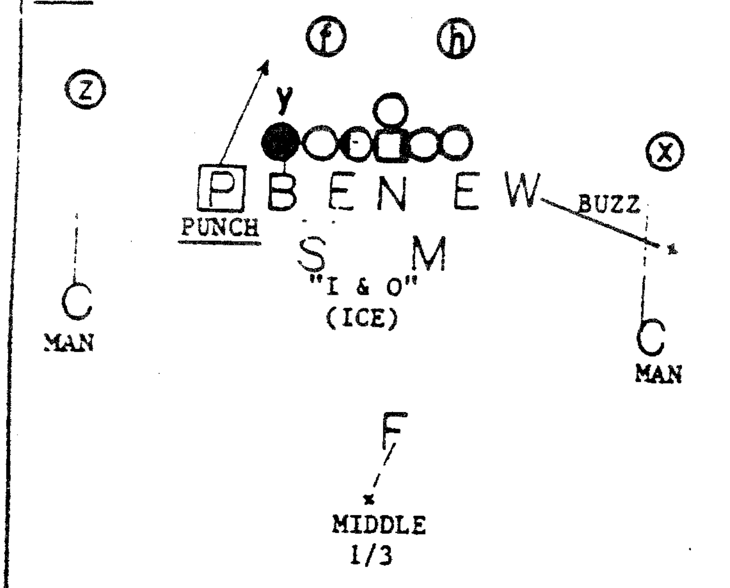
5- ALIGNED ONE/BACK/SET, PLAY "WING/SOLID" AND "WING/FLEX" RULES

6- "TWO/BACK" "Y" CROSS MOTION: PLUGGER ADJUST "LIGHTNING/MAN"

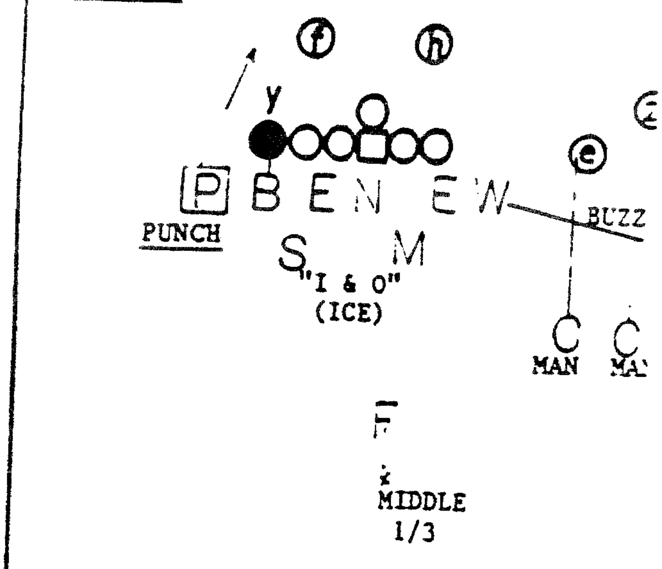
7- "TWO/BACK" "Y" CROSS SHIFT: PLUGGER ADJUST AND PUNCH TO "NEW/SOLID" SIDE; STRONG SAFETY IS NOW THE ADJUSTER TO ALL/WING/MOTION

**** 8- ALIGNED "ONE/BACK" "Y" CROSS/MOTION (SHIFT): STRONG SAFETY COVER HIM MAN WHEREVER HE GOES; MIKE AND PLUGGER "I & O" THE BACK AND HELP THE WHIP

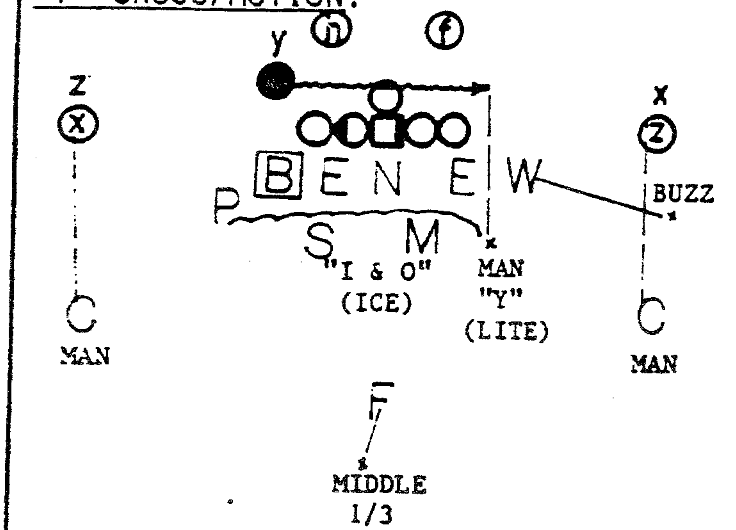
RED:



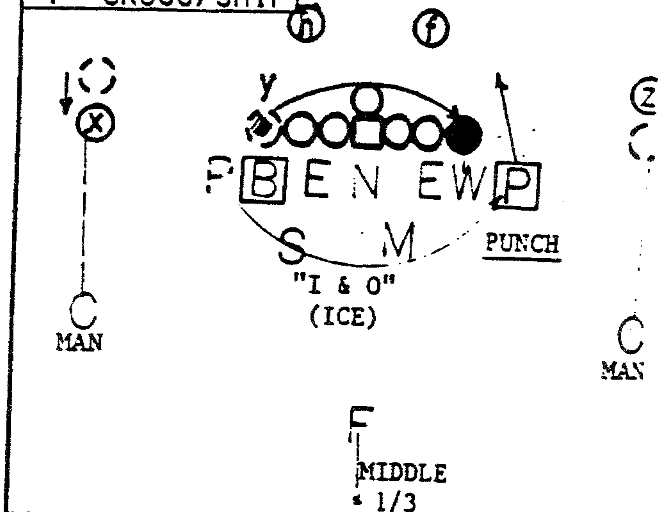
RED/SLOT:



"Y" CROSS/MOTION:

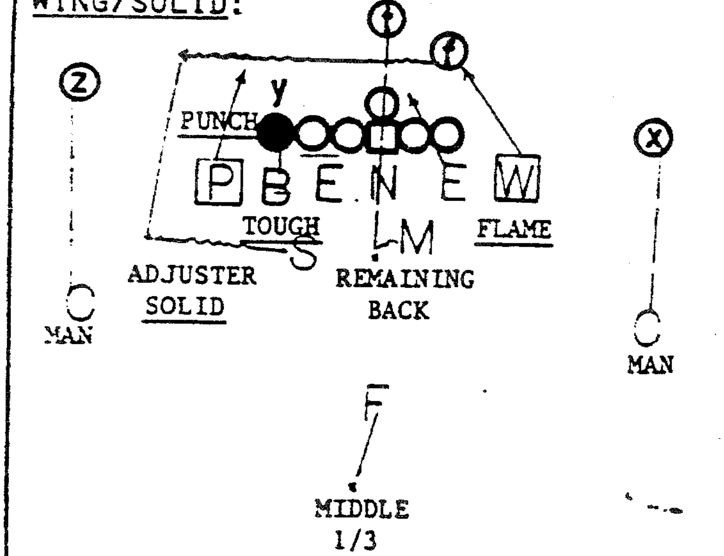


"Y" CROSS/SHIFT:

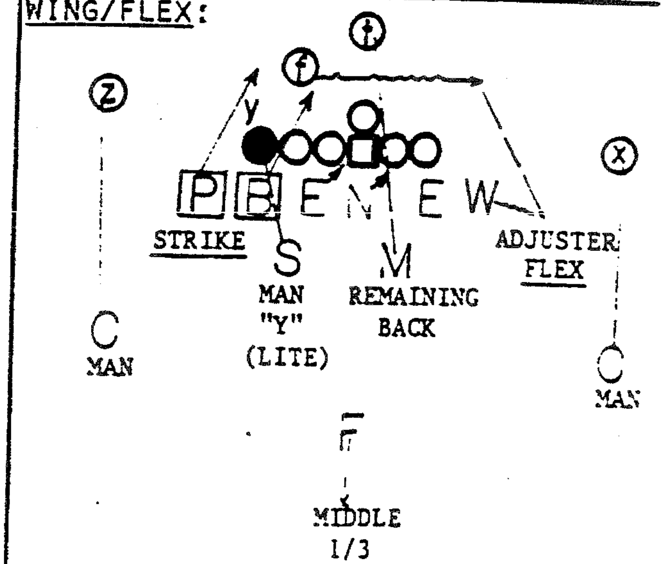


****AFTER "Y/SHIFT", THE STRONG SAFETY ADJUSTS TO ALL BACK/MOTION (SHIFT)

WING/SOLID:

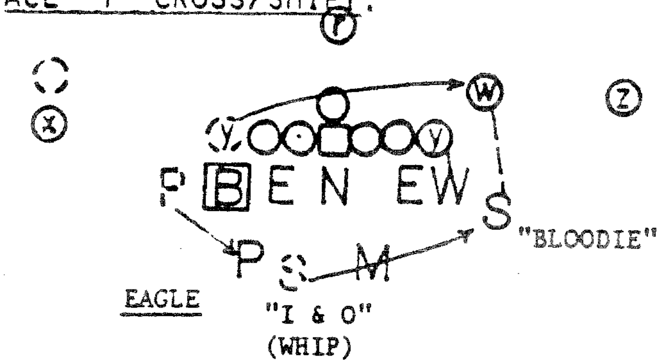


WING/FLEX:

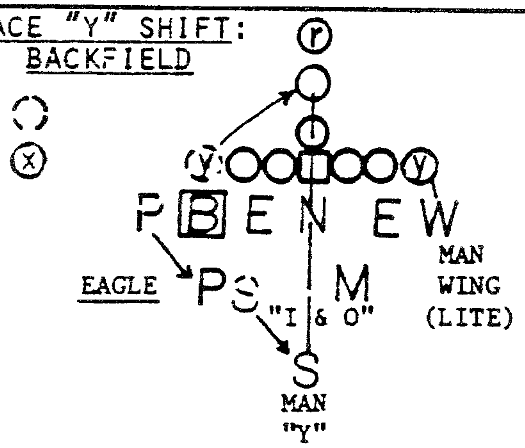


UNLIKELY "PUNCH" ADJUSTMENT VERSUS ACE

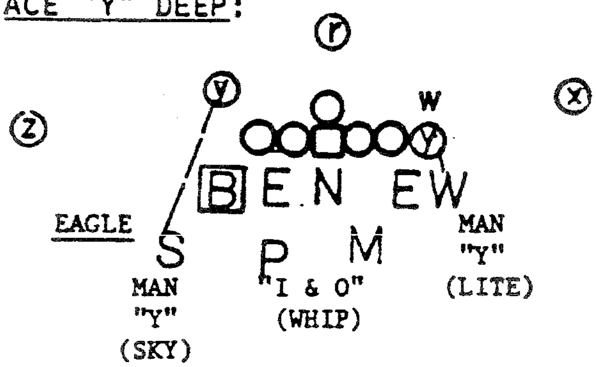
ACE "Y" CROSS/SHIFT:



ACE "Y" SHIFT: BACKFIELD

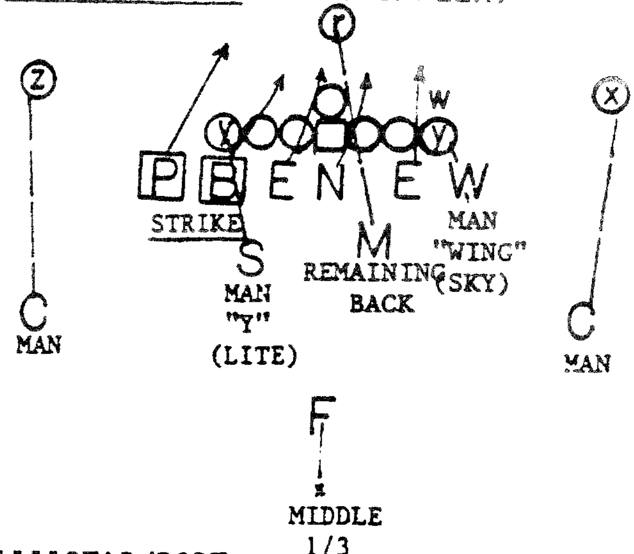


ACE "Y" DEEP:



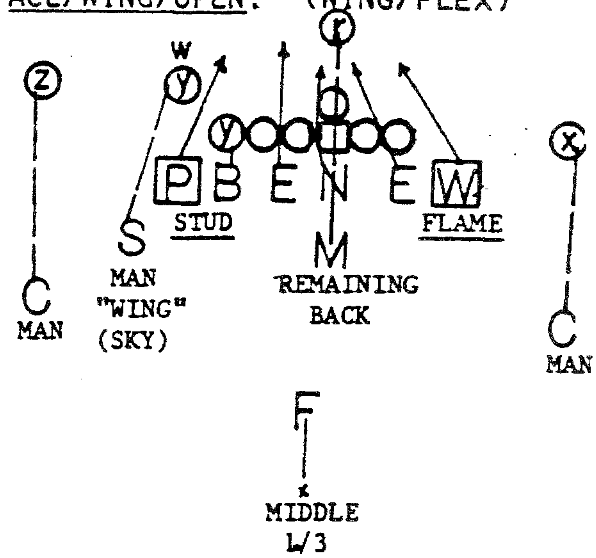
LIKELY "PUNCH" ADJUSTMENT VERSUS ACE

ACE/WING DEEP: (WING/FLEX)



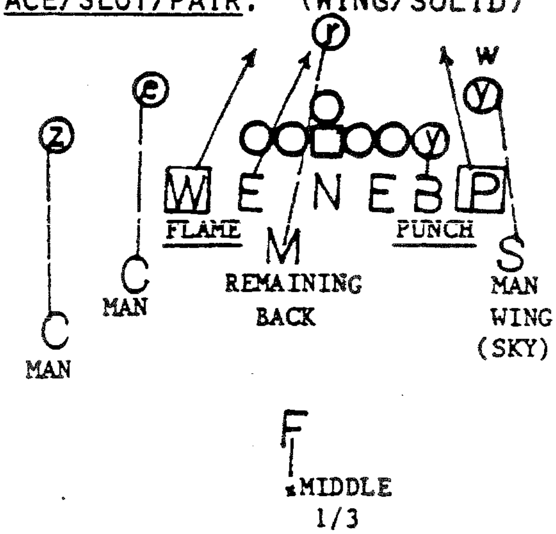
****STAR/PORT

ACE/WING/OPEN: (WING/FLEX)



****"VICKIE" LINE

ACE/SLOT/PAIR: (WING/SOLID)



****"VICKIE" LINE

HAWK COVER 2/POKE (COVER 7/POKE)

1- PLUGGER TOUGH "Y"

2- STRONG SAFETY AND MIKE "I & O"; WHIP BUZZ

3- WING/SOLID: STRONG SAFETY ADJUST AND WHIP FLAME

4- WING/FLEX: WHIP ADJUST; STRONG SAFETY MAN "Y"; ELEPHANT AND PLUGGER STRIKE; LINE STAR/PORT TO WING

5- ALIGNED ONE/BACK/SET, PLAY "WING/SOLID" AND "WING/FLEX" RULES

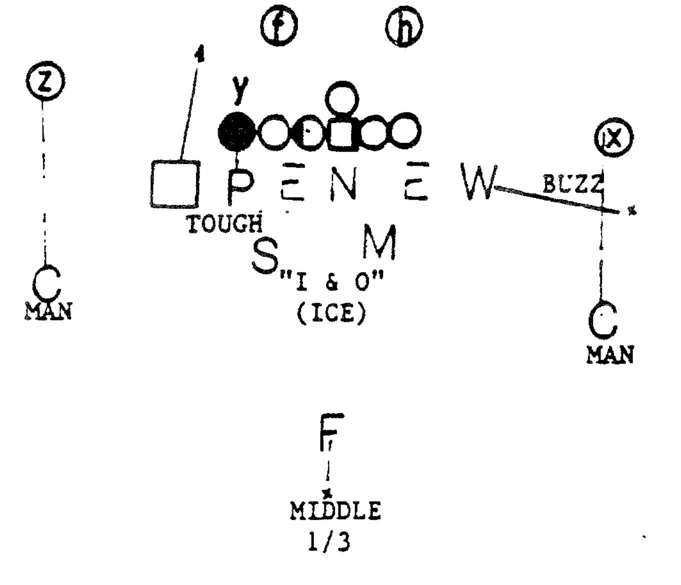
6- "Y" CROSS MOTION: PLUGGER ADJUST "LIGHTNING/MAN"

7- "Y" CROSS SHIFT: PLUGGER ADJUST AND PUNCH TO "NEW/SOLID" SIDE; STRONG SAFETY IS NOW THE ADJUSTER TO ALL/WING/MOTION

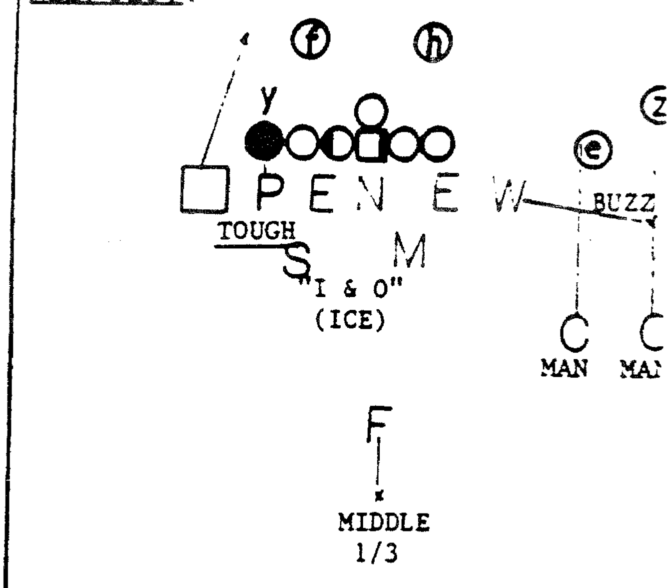
****8- COVER 7 VERSUS "Y" CROSS/SHIFT: FREE SAFETY "DUECE"

(ELEPHANT) HAWK COVER 2/POKE

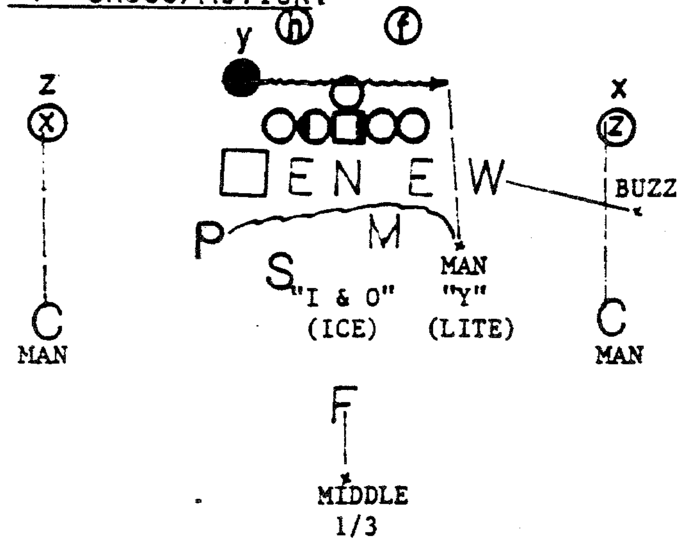
RED:



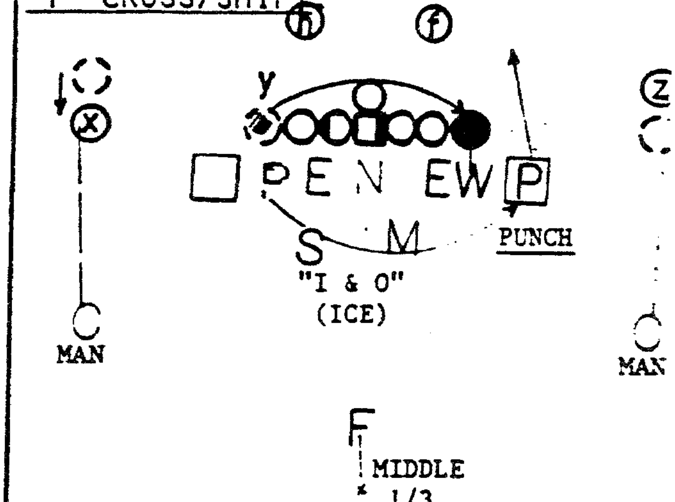
RED/SLOT:



"Y" CROSS/MOTION:

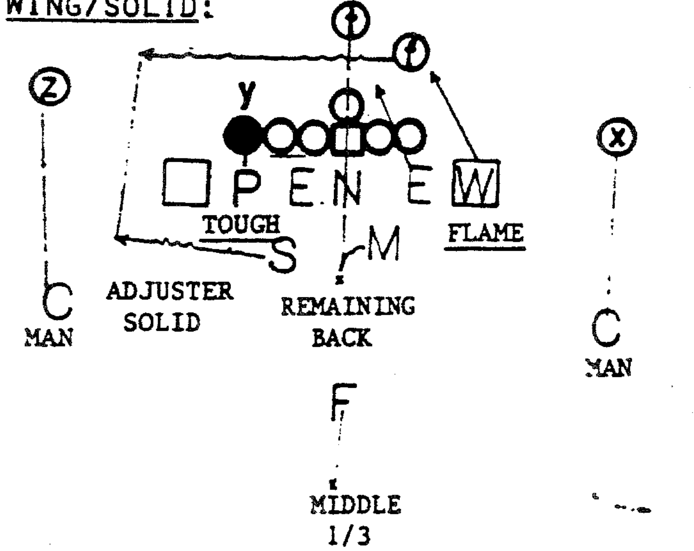


"Y" CROSS/SHIFT:

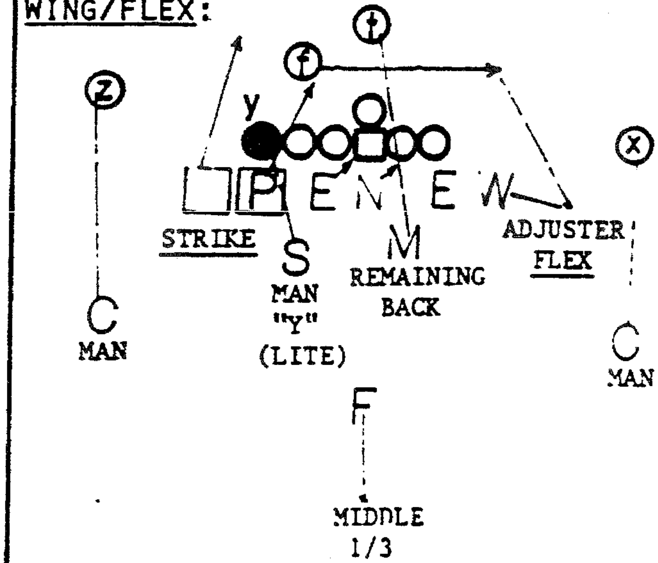


****AFTER "Y/SHIFT", THE STRONG SAFETY ADJUSTS TO ALL BACK/MOTION (SHIFT)

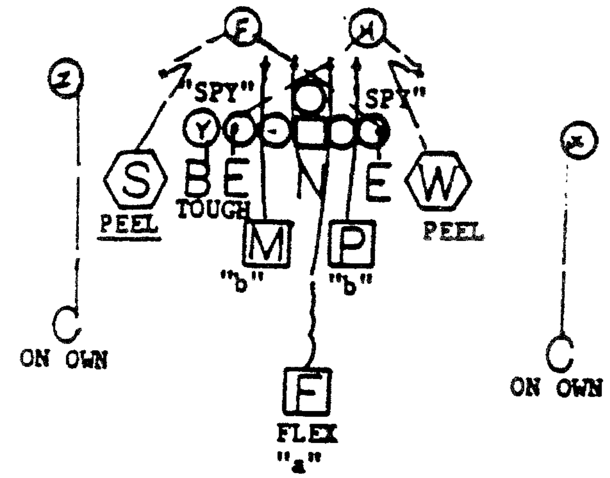
WING/SOLID:



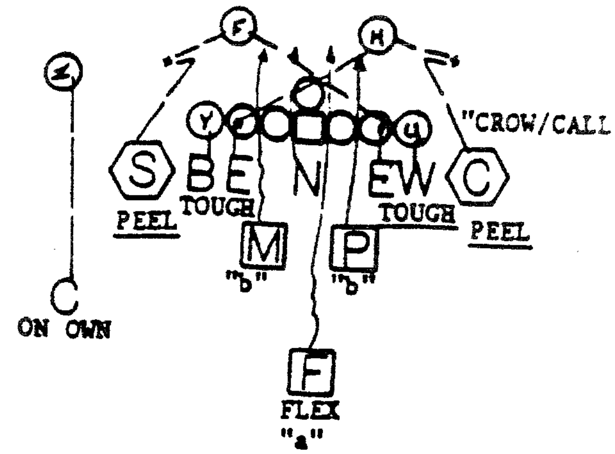
WING/FLEX:



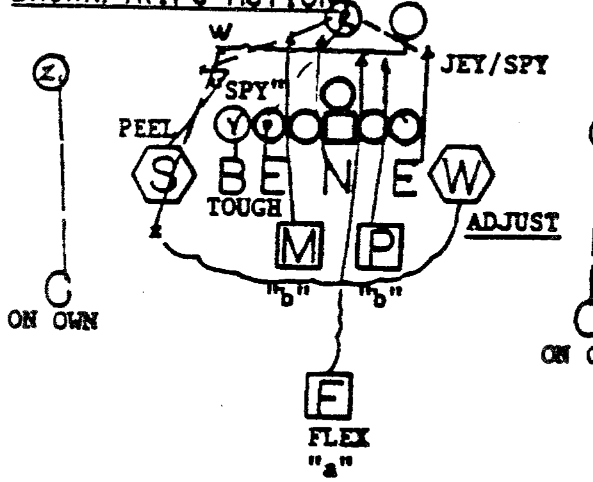
RED:



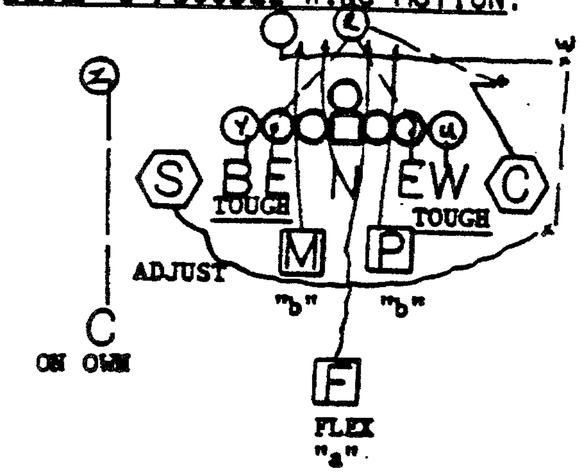
RED/U:



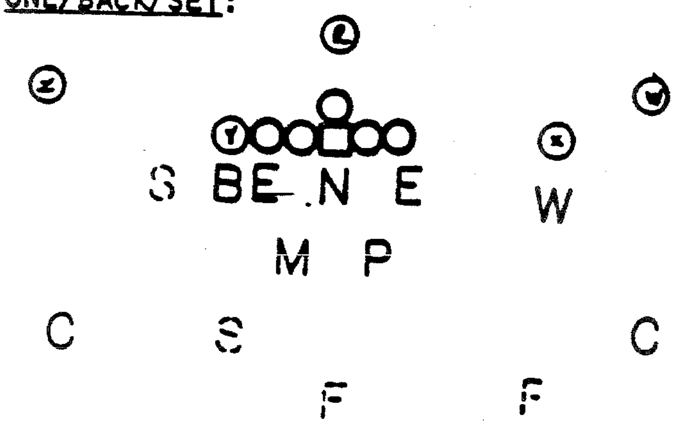
BROWN/TRIPS MOTION:



BLUE/"U"/DOUBLE WING MOTION:



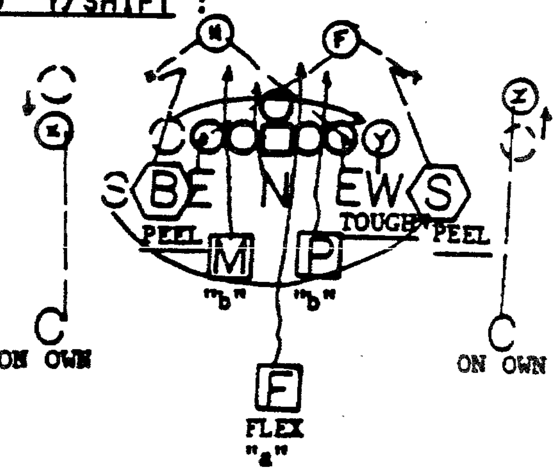
ONE/BACK/SET:



****FIELD: AUTO "SWITCH/FRANK"

****RED/ZONE: AUTO "BUZZ/BUZZ"

RED "Y/SHIFT":



FOX (BASE)

1- ENDS "SPY/FAR/BACK", SHOULD YOU GET A "JET" CALL, "JET/SPY" FAR/BACK; NOSE RUSH/SOLID

2- MIKE AND PLUGGER BLITZ THROUGH THE "B" SHOULDER OF GUARD

3- FREE SAFETY BLITZ THE "FLEX/A/GAP"

4- STRONG SAFETY AND WHIP "PEEL/BLITZ" THE NEAR/BACK

5- "Y" OPEN (S) OR CROSS, BUCK PEEL/BLITZ AND STRONG SAFETY COVER THE "Y" (TOUGH VERSUS "Y" CROSS/SHIFT)

6- "U/FORMATION": CORNER TO "U" PEEL/BLITZ ("CROW" CALL; WHIP COVER "U"/MAN)

7- ANY MOTION BY NEAR/BACK IS HANDLED BY THE "PEEL/BLITZER"; CALL "JET" TO END WHEN ADJUSTING

8- ALIGNED ONE/BACK/SET: FIELD, AUTO "SWITCH/FRANK"; RED/ZONE, AUTO "BUZZ/BUZZ"

WORM CROSS DOUBLE GUT FRED

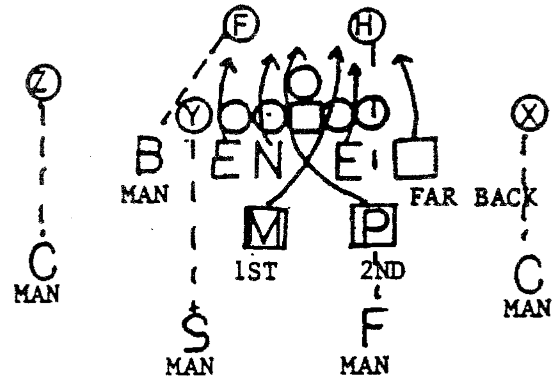
1- LINE ALIGN WORM: NOSE, FLEX/END RUSH "B" GAPS; SOLID/END CONTAIN RUSH; ELEPHANT CONTAIN RUSH AND PEEL ON FAR/BACK OR REMAINING/BACK

2- BUCK FIRST (1ST) BACK/SOLID: MIKE/PLUGGER RUN CROSS DOUBLE GUT

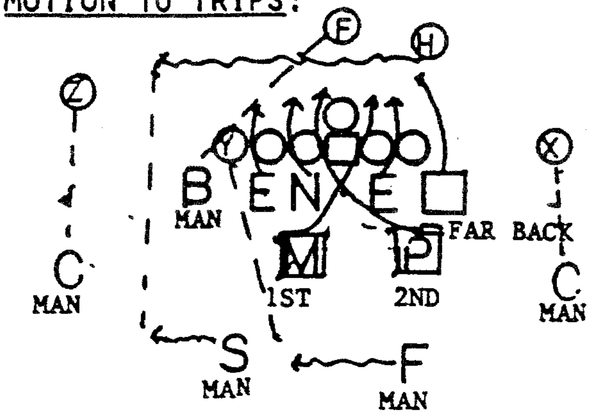
3- CORNERS MAN WIDE/RECEIVERS; STRONG SAFETY MAN "Y"; FREE SAFETY MAN FLEX/BACK AND ALL WINGS; "Y" SHIFT STRONG SAFETY AND FREE SAFETY BANJO "Y" AND SOLID/BACK

WORM CROSS DOUBLE GUT FRED

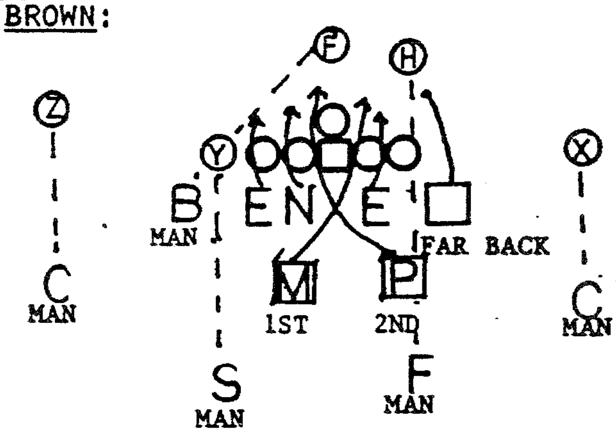
RED:



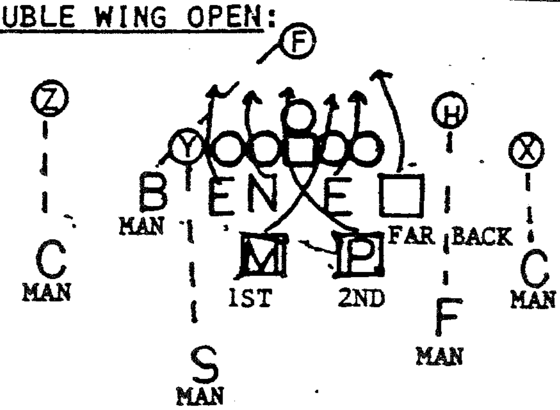
MOTION TO TRIPS:



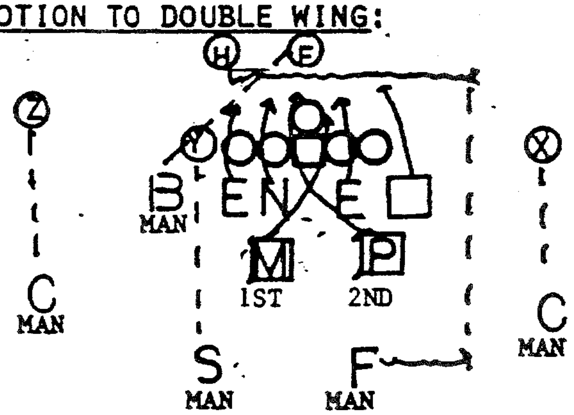
BROWN:



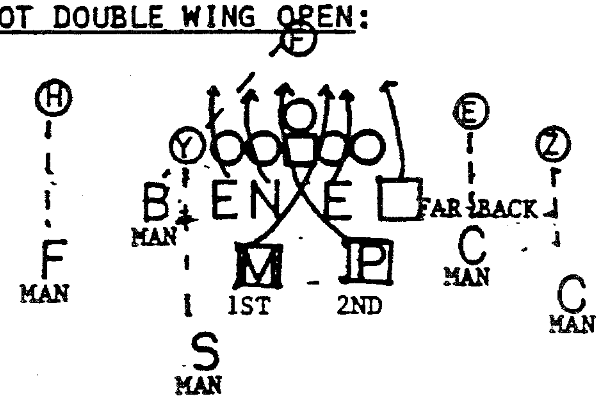
DOUBLE WING OPEN:



MOTION TO DOUBLE WING:



SLOT DOUBLE WING OPEN:



(EL) MOHAWK COVER FLOW

1- BUCK AND MIKE MOHAWK SOLID

2- NOSE, BASE AND BULL/RUSH

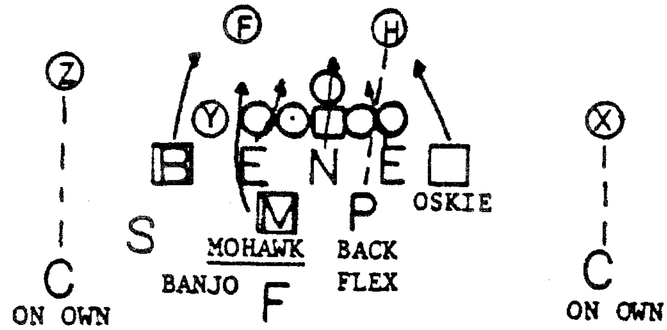
3- ELEPHANT AND FLEX/END: BASE, "OSKIE" RUSH; EAGLE, "RAZOR"

4- STRONG SAFETY, FREE SAFETY AND PLUGGER "FLOW" COVER THE "Y" AND "TWO/BACKS" (RED/BLUE: CHECK BANJO); VERSUS "Y" CROSS, STRONG SAFETY ADJUST, WHILE FREE SAFETY AND PLUGGER HANDLE THE BACKS

5- STRONG AND FREE SAFETIES HANDLE THE "Y" AND WING VERSUS "ONE/BACK" AND PLUGGER HANDLE THE REMAINING/BACK

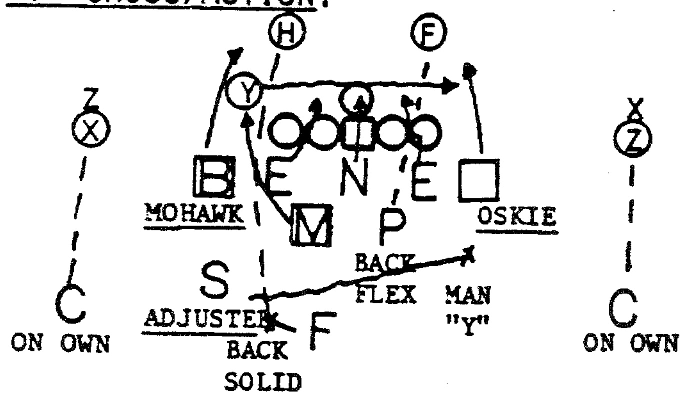
(EL) MOHAWK COVER FLOW

RED:

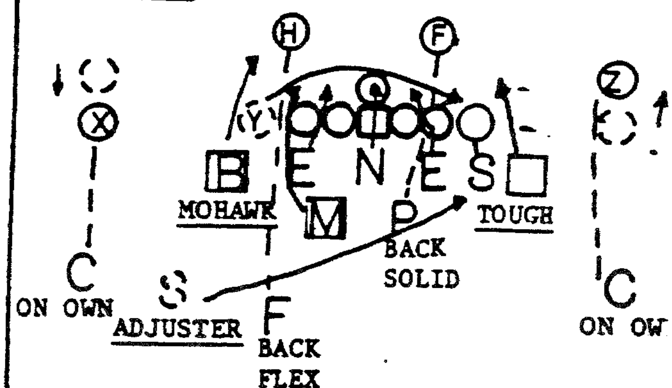




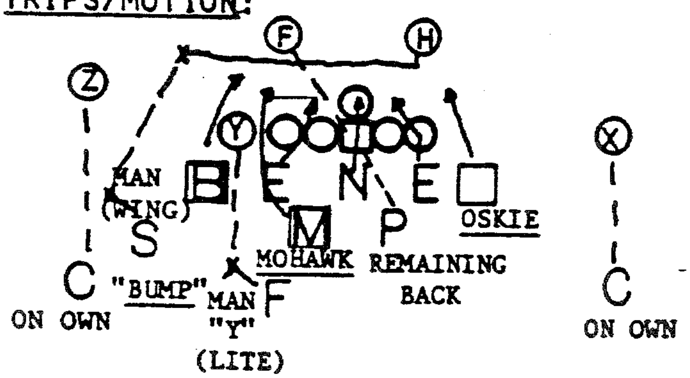
"Y" CROSS/MOTION:



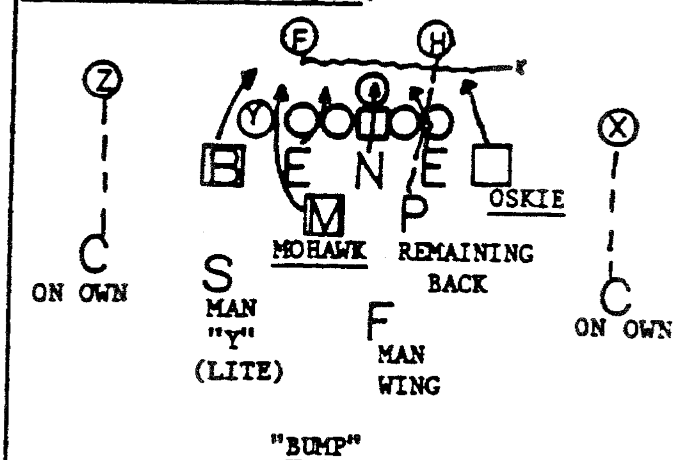
"Y" SHIFT:



TRIPS/MOTION:



DOUBLE/WING MOTION:



HOG BLITZ COVER 2

1- LINE ALIGN HAWK; ELEPHANT ALIGN IN SOLID "C" GAP

2- PLUGGER ALIGN ON L.O.S. TO SOLID/SIDE; MIKE/WHIP ALIGN IN "HAWK"

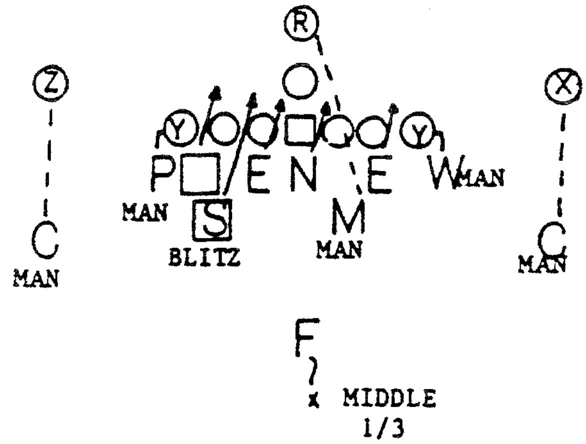
3- STRONG SAFETY STACK ON ELEPHANT; CORNERS MAN WIDE/RECEIVERS; FREE SAFETY ZONE MIDDLE 1/3

4- PLUGGER MAN "Y"; IF "Y" MOTION PLUGGER AND ELEPHANT RUN "AX"; STRONG SAFETY BLITZ "B" GAP; IF "Y" MOTION SAFETY MAN ON "Y"; WHIP MAN VERSUS WINGS/FLEX; IF WING/SOLID WHIP ADJUST AND MAN REMAINING/BACK; MIKE MAN REMAINING/BACK VERSUS WINGS/FLEX; IF WING/SOLID "B" GAP

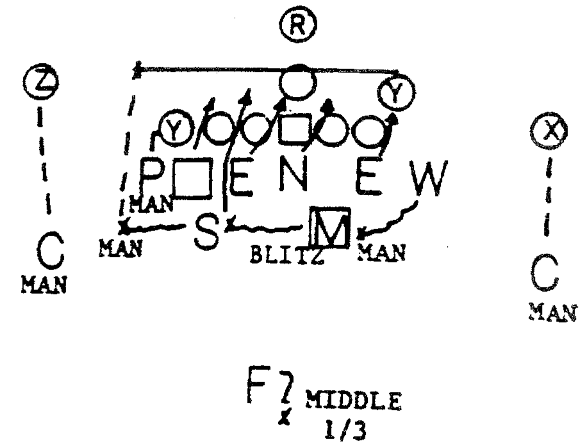
5- VERSUS TWO/BACK SET AUTO "HAWK 2/POKE"

HOG BLITZ COVER 2

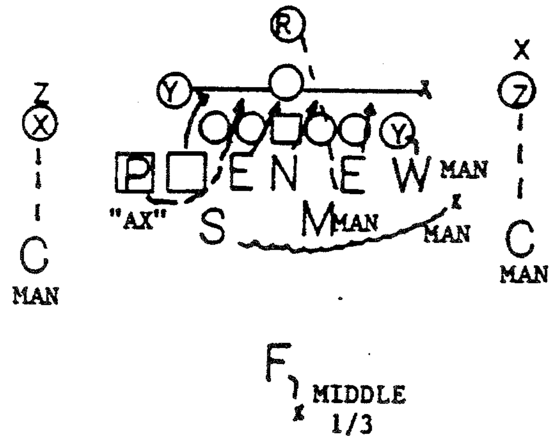
ACE:



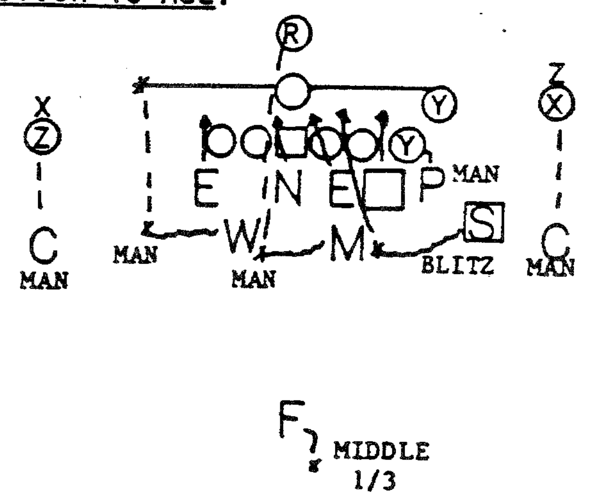
MOTION TO PAIR TRIPS:



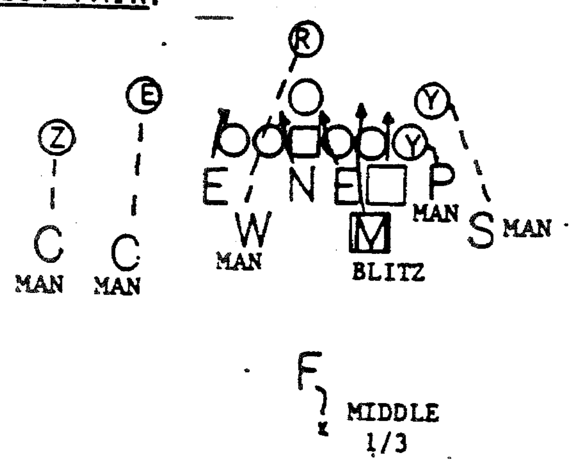
MOTION TO TRIPS PAIR:

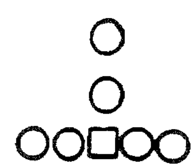


MOTION TO ACE:



SLOT PAIR:





PRO STRIKE COVER 2/BUCK

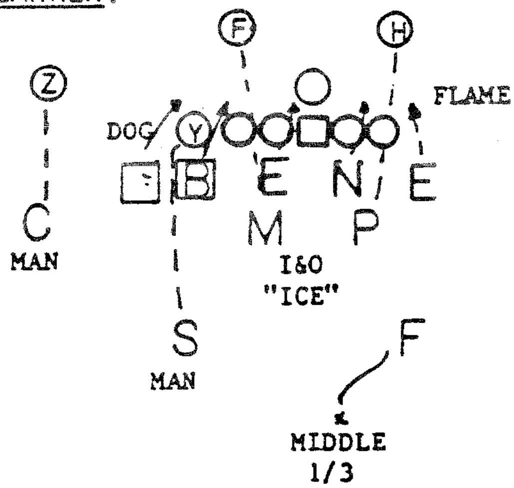
1- LINE: ALIGN IN "PRO"; SOLID/END TOUGH

2- BUCK BLITZ SOLID "C" GAP; MIKE TAKE SOLID/BACK; PLUGGER TAKE FLEX/BACK; "I & O" BROWN, BLUE, GREEN; PLUGGER IS THE ADJUSTER TO ALL WINGS SOLID OR FLEX EXCEPT WITH "Q" FORMATION, LINE-BACKER COVER THE TIGHT/END AND THE SAFETY WILL COVER THE WING

3- SECONDARY PLAY COVER 2; STRONG SAFETY TAKE BUCK'S COVERAGE

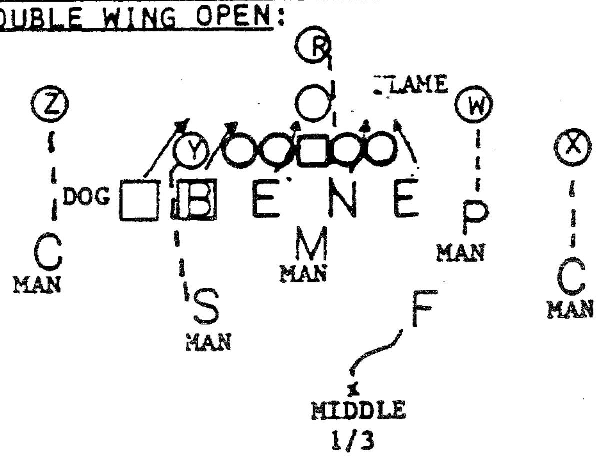
PRO BLITZES

FLANKER:

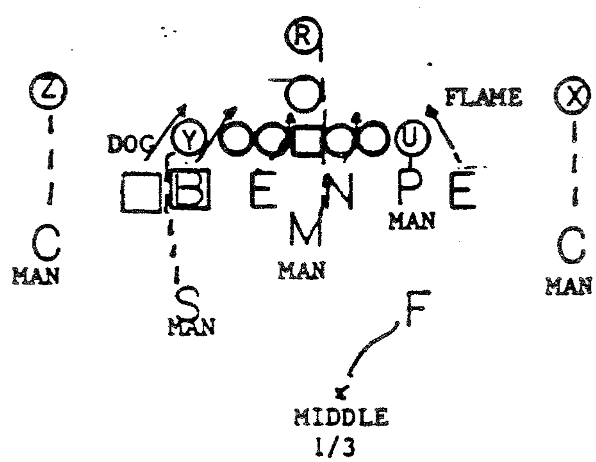


"STRIKE" COVER 2/BUCK

DOUBLE WING OPEN:



"STRIKE" COVER 2/BUCK



"STRIKE" COVER 2/BUCK

PRO BEE COVER 2/MIKE

1- LINE: ALIGN IN "PRO"; SOLID/TACKLE "RAM" CHARGE "A" GAP; FLEX/ TACKLE "JET" CHARGE "B" GAP FLEX SIDE

2- MIKE BLITZ SOLID "B" GAP

3- PLUGGER MAN FLEX/BACK; MAN REMAINING/BACK IN ONE/BACK SET

4- BUCK MAN THE TIGHT/END

5- FREE SAFETY HAS FLEX/BACK MAN AND ALL WINGS FLEX; STRONG SAFETY HAS ALL WINGS SOLID; SAFETY NOT COVERING WING HAS MIDDLE 1/3

6- CORNERS PLAY COVER 2

PRO PLUGGER COVER 2

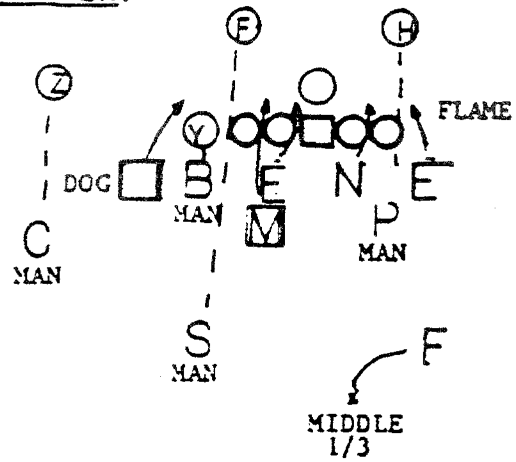
1- LINE IN "PRO"; TACKLES SLANT TO THE TIGHT/END; ENDS IN RUSH CONTAIN

2- PLUGGER BLITZ "B" GAP FLEX

3- SECONDARY PLAY COVER 2 BLITZ

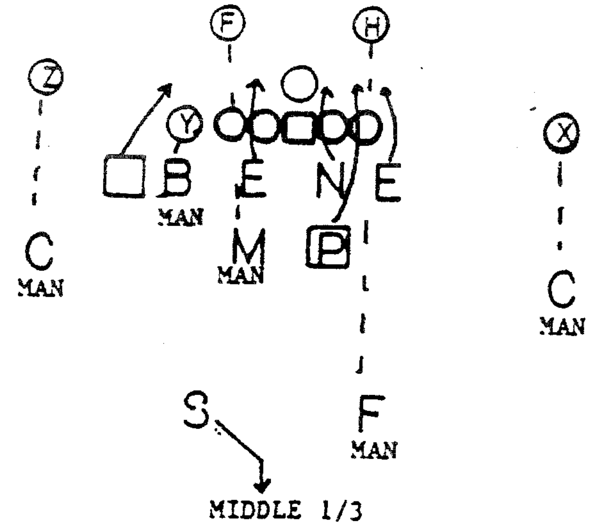
PRO BLITZES

FLANKER:



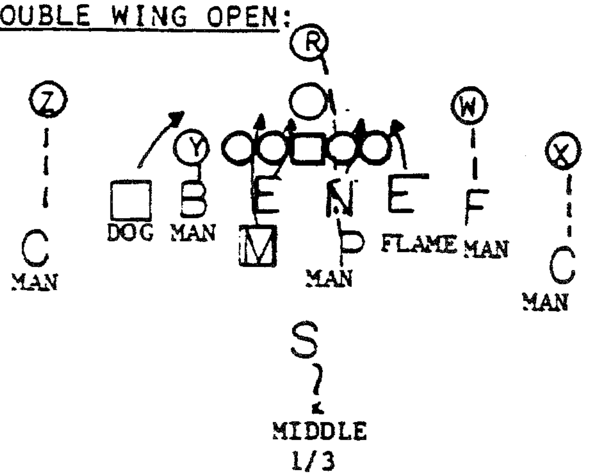
"BEE" COVER 2/MIKE

FLANKER:



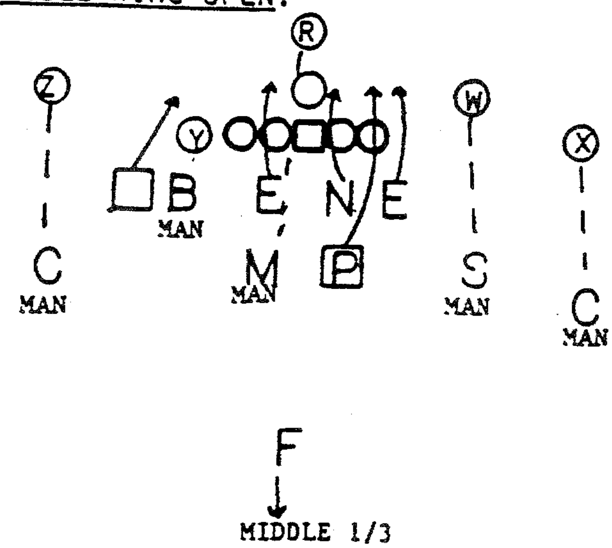
PLUGGER BLITZ COVER 2

DOUBLE WING OPEN:



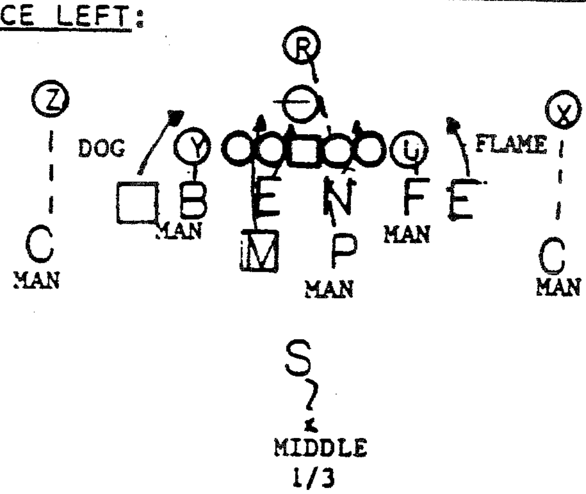
"BEE" COVER 2/MIKE

DOUBLE WING OPEN:



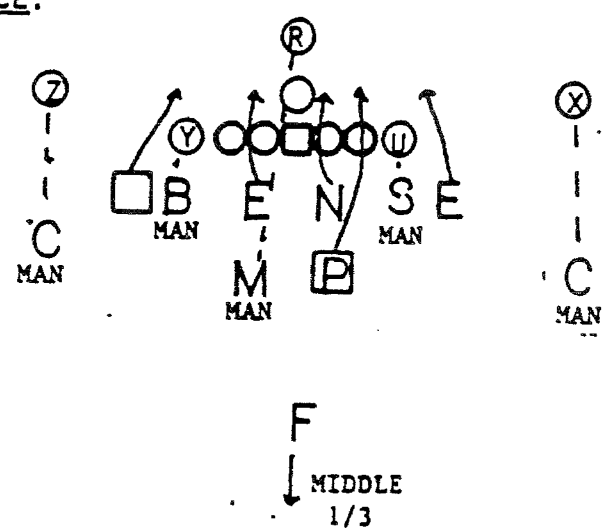
PLUGGER BLITZ COVER 2

ACE LEFT:



"BEE" COVER 2/MIKE

ACE:



PLUGGER BLITZ COVER 2

STUD/DOG COVER 2 (BOW/WOW)

1- "STUD" SOLID AND FLAME FLEX; IF TX(U), CORNER "CAT"; IF "Y" OPEN OR DEEP, STRONG SAFETY COVER HIM AND BUCK SQUEEZE

2- ENDS RUSH INSIDE AND NOSE INTO CENTER (NOSE CAN THEN WORK SOLID) SOLID END "OSKIE"; FLEX END FLAME

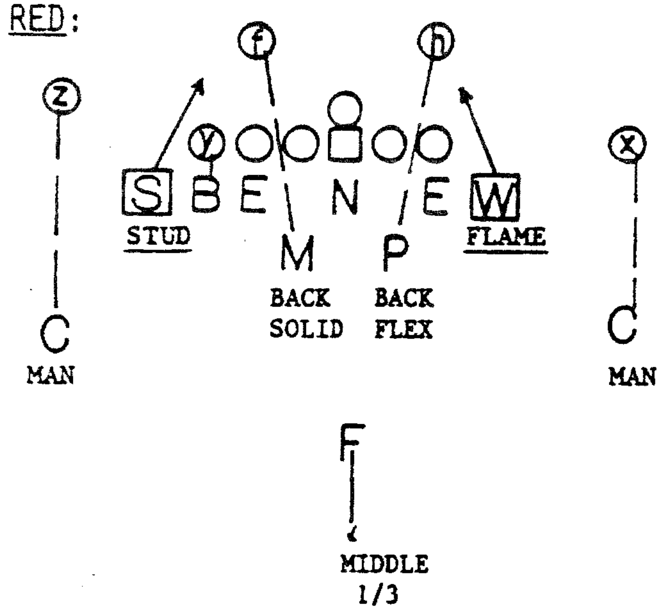
3- LINE AND INSIDE LINEBACKERS PLAY BASE READ VERSUS RUN

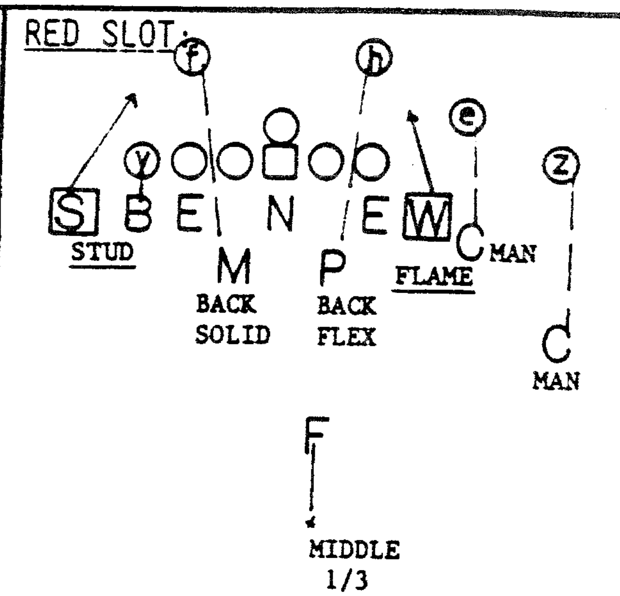
4- FREE SAFETY ALERT FLEX SIDE RUN

5- MIKE AND PLUGGER "I & O" ALL TWO-BACK SETS (MIKE ALERT BLUE/HALFBACK SOLID AND PLUGGER ALERT BROWN/HALFBACK FLEX)

6- VERSUS ALIGNED, SHIFTED OR MOTIONED TO "ONE-BACK" SET, AUTO "SWITCH/FRANK" (PORT/STAR: SLANT, TO THE WING) ALERT "BLOOD" SITUATIONS)

STUD/DOG COVER 2





BUCK: STUD; IF OPEN, SQUEEZE; AUTO "SWITCH-FRANK" VERSUS ONE-BACK SETS.

SOLID END: BASE, UNLESS OTHERWISE CALLED, PASS RUSH INSIDE; AUTO "SWITCH-FRANK" VERSUS ONE-BACK SETS (ANGLE).

MIKE: MAN COVER BACK SOLID; IF BROWN, GREEN OR BLUE "I & O" WITH PLUGGER; ALERT "SWITCH-FRANK" VERSUS ONE-BACK SET.

NOSE: BASE, PASS, "CHANGE" SOLID; ALERT "SWITCH-FRANK" VERSUS ONE-BACK SET.

PLUGGER: MAN COVER BACK FLEX; IF BROWN, GREEN OR BLUE "I & O" WITH MIKE; "PEEL" VERSUS "SLOW"; ALERT "SWITCH-FRANK" VERSUS ONE-BACK SET.

FLEX END: BASE, UNLESS OTHERWISE CALLED, PASS RUSH INSIDE; AUTO "SWITCH-FRANK" VERSUS ONE-BACK SETS (ANGLE).

WHIP: FLAME: VERSUS TX(U), CAT; AUTO "SWITCH-FRANK" VERSUS ONE-BACK SET.

STRONG SAFETY: STUD; "Y" OPEN, COVER HIM; ONE-BACK SET GOES "SWITCH-FRANK".

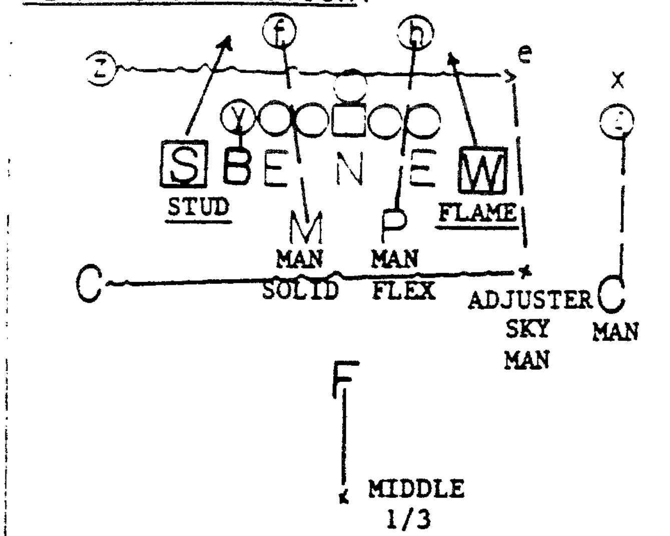
FREE SAFETY: DEFEND MIDDLE 1/3.

STRONG CORNER: MAN COVER NUMBER ONE STRONG (COVER 2).

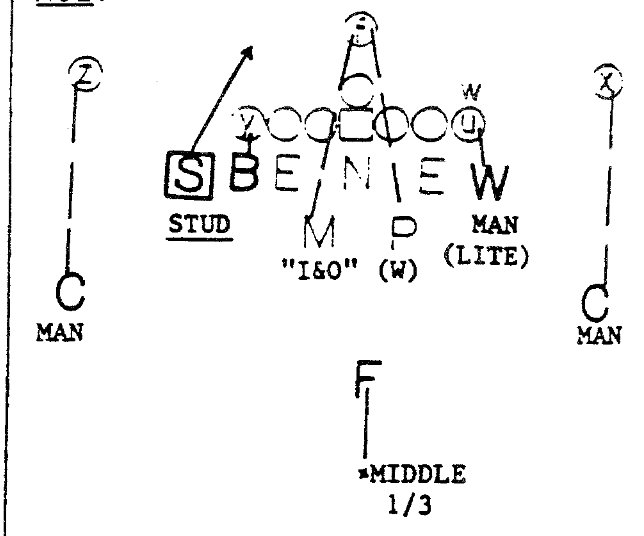
WEAK CORNER: MAN COVER NUMBER ONE WEAK (COVER 2); VERSUS TX(U) CAT.

STUD-DOG COVER 2 ADJUSTMENTS

FLANK CROSS MOTION:

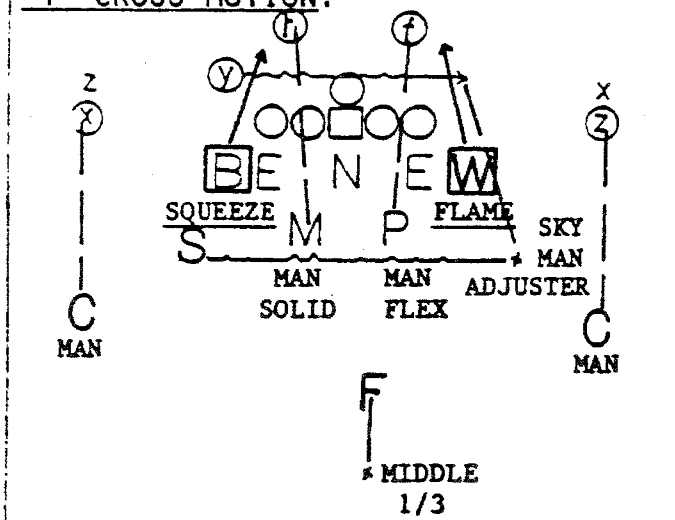


ACE:

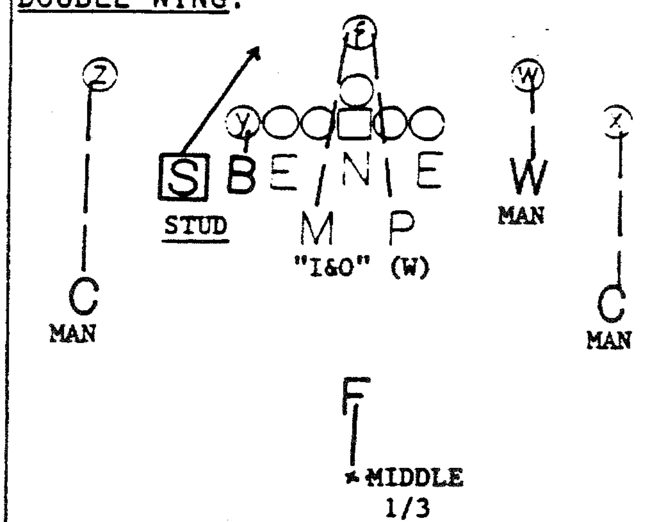


****AUTO SWITCH FRANK

"Y" CROSS MOTION:

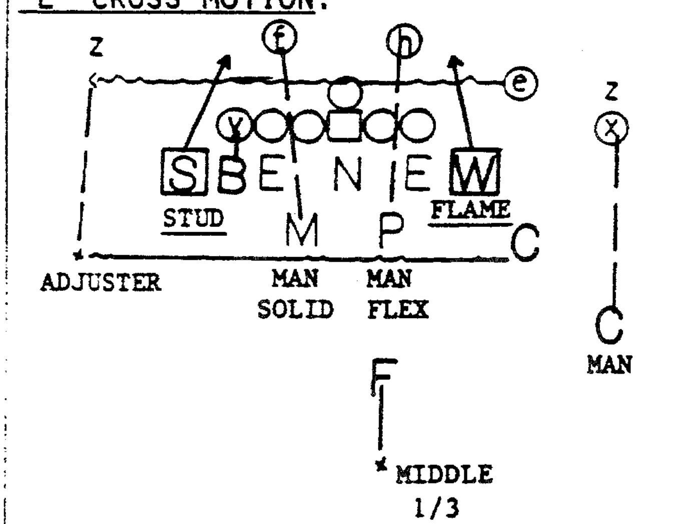


DOUBLE WING:

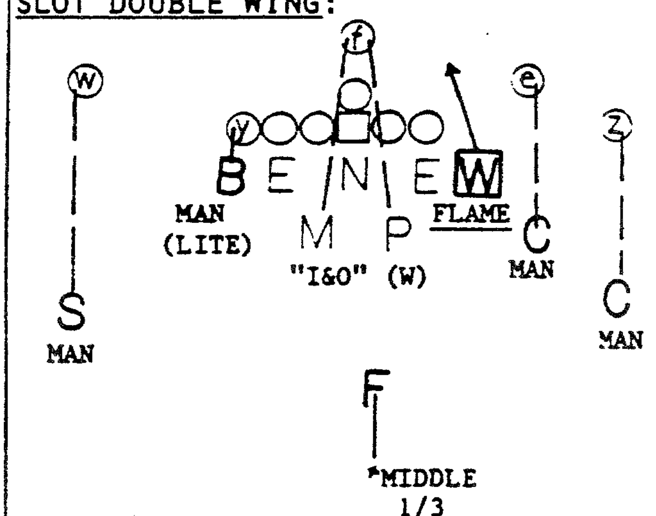


****AUTO SWITCH FRANK

"E" CROSS MOTION:



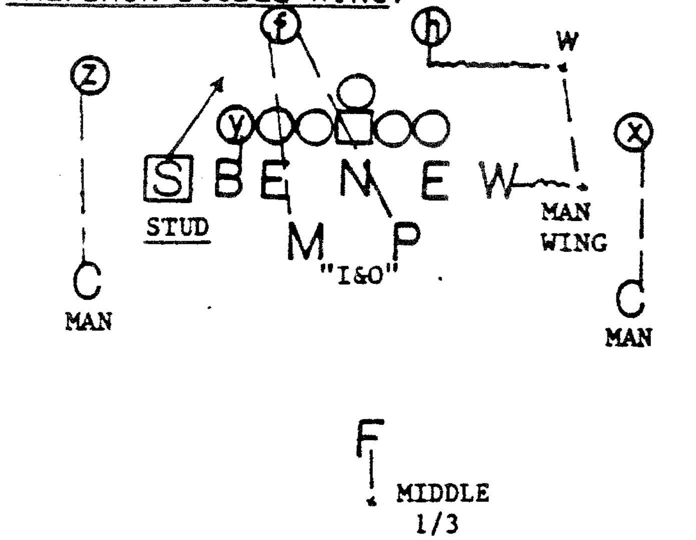
SLOT DOUBLE WING:



****AUTO SWITCH FRANK

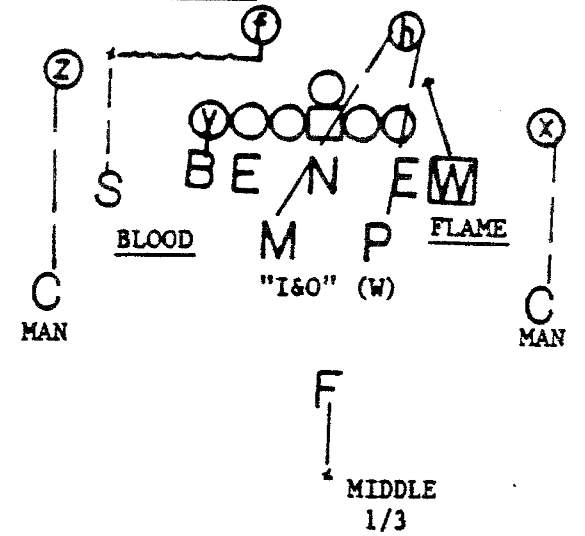
STUD/DOG COVER 2 ADJUSTMENTS

HALFBACK DOUBLE WING:



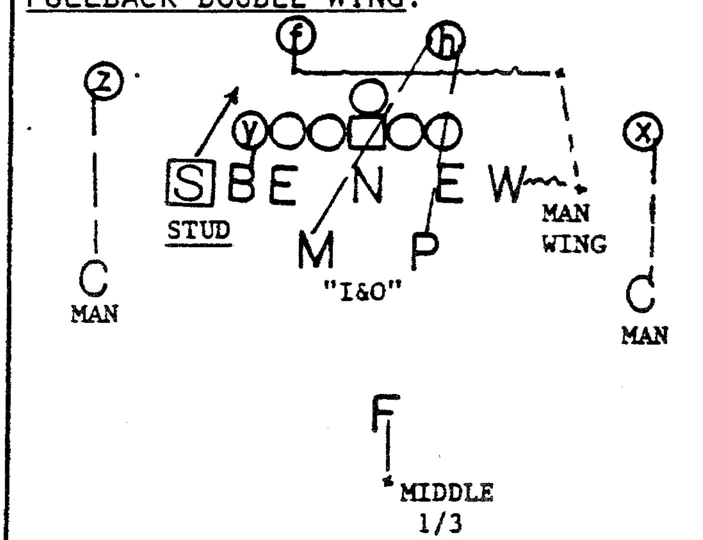
****AUTO SWITCH-FRANK

FULLBACK TRIPS:



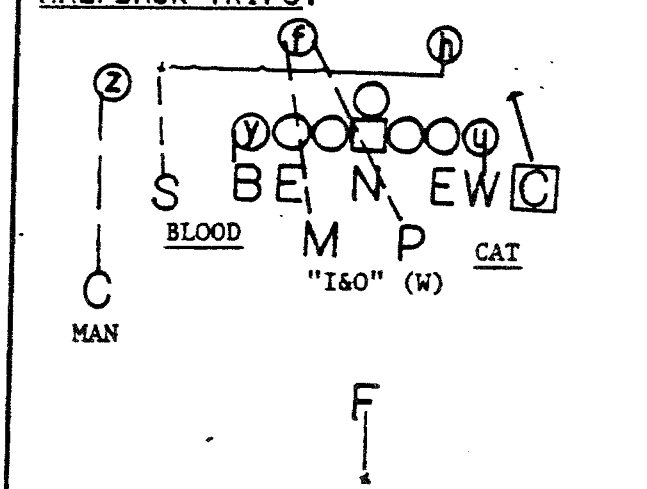
****AUTO SWITCH-FRANK

FULLBACK DOUBLE WING:



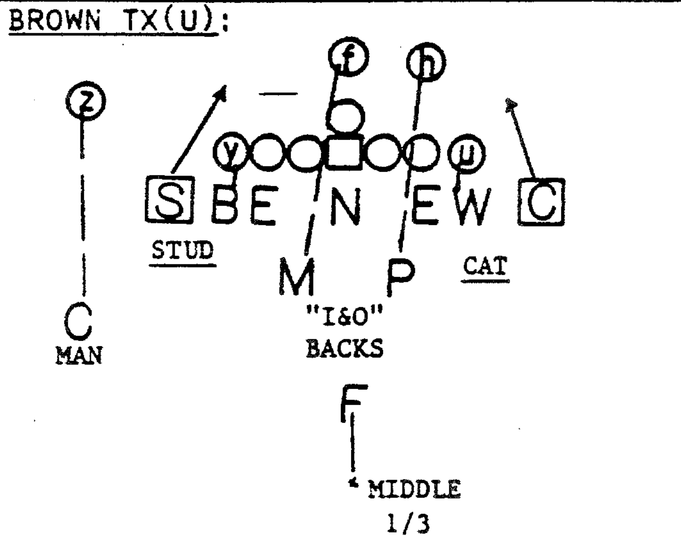
****AUTO SWITCH-FRANK

HALFBACK TRIPS:

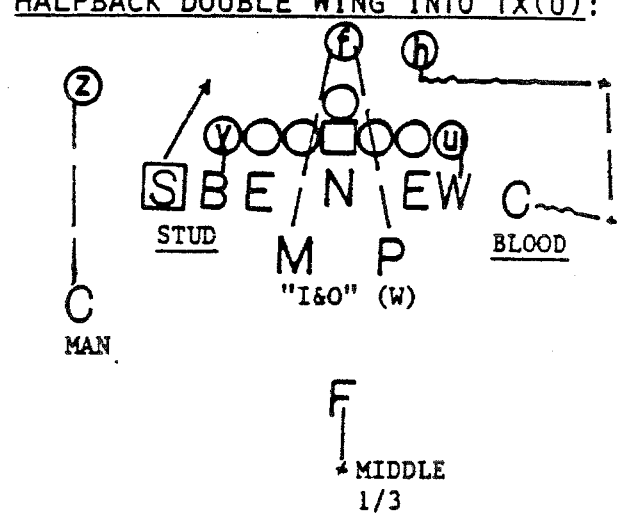


****AUTO SWITCH-FRANK

BROWN TX(U):



HALFBACK DOUBLE WING INTO TX(U):



****AUTO SWITCH-FRANK

(EL) EAGLE/WORM COVER 2/STUD

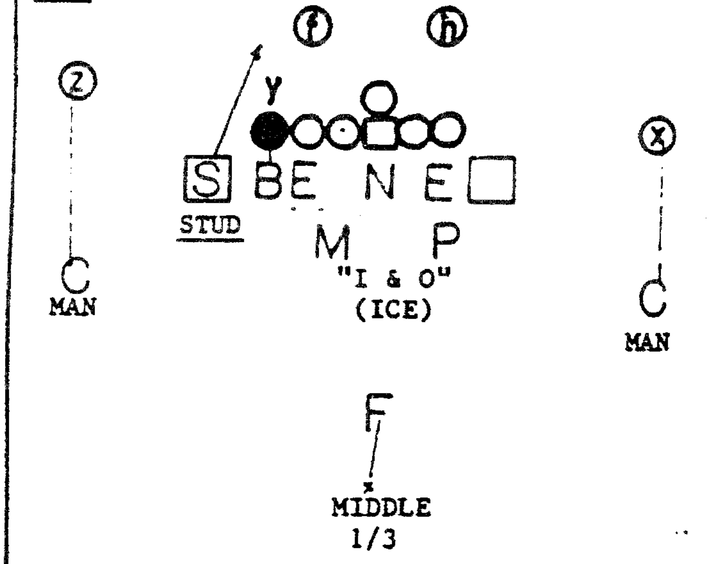
1- STRONG SAFETY STUD

****2- MIKE AND PLUGGER "I & O" (LIKE "STUD/DOG")

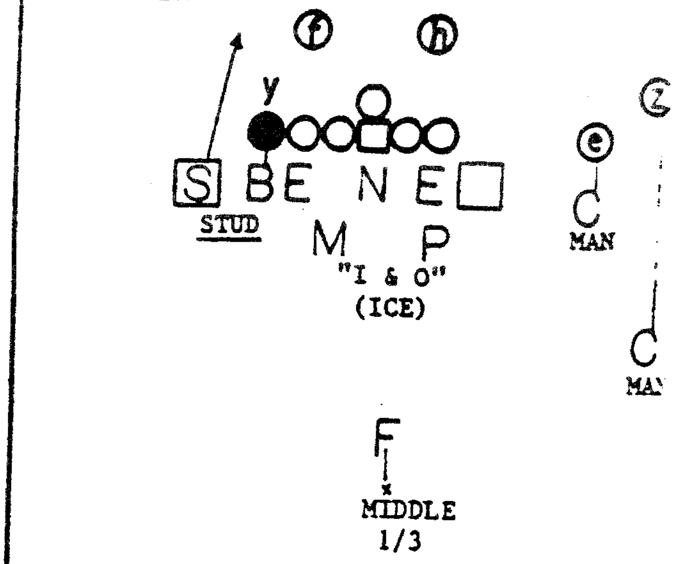
3- ADJUST "SALLY" VERSUS "ONE/BACK" (ALIGNED/MOTION/SHIFT) AND "Y" CROSS (SHIFT/MOTION)

(ELEPHANT) EAGLE (WORM) COVER 2/STUD

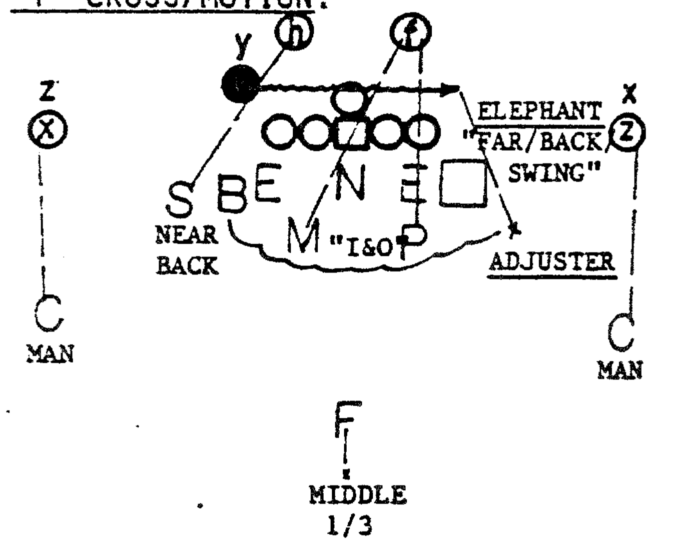
RED:



RED/SLOT:

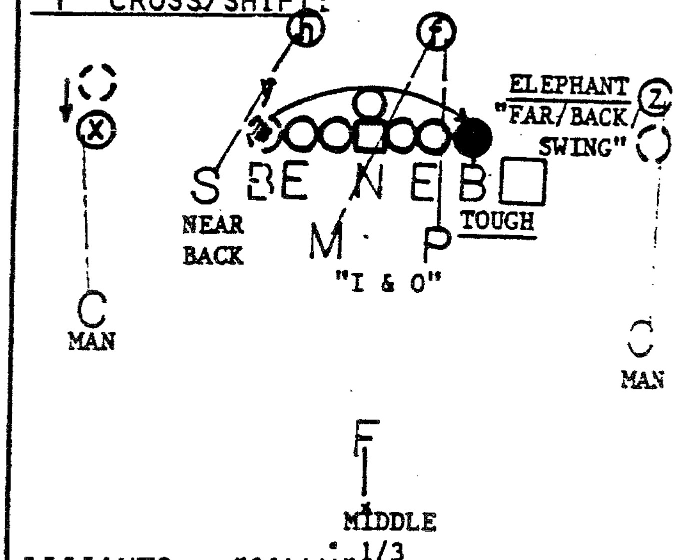


"Y" CROSS/MOTION:



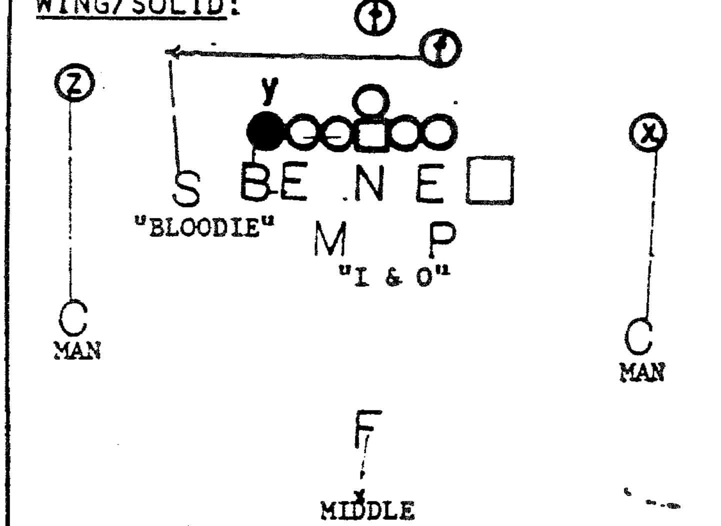
****AUTO: "SALLY"

"Y" CROSS/SHIFT:



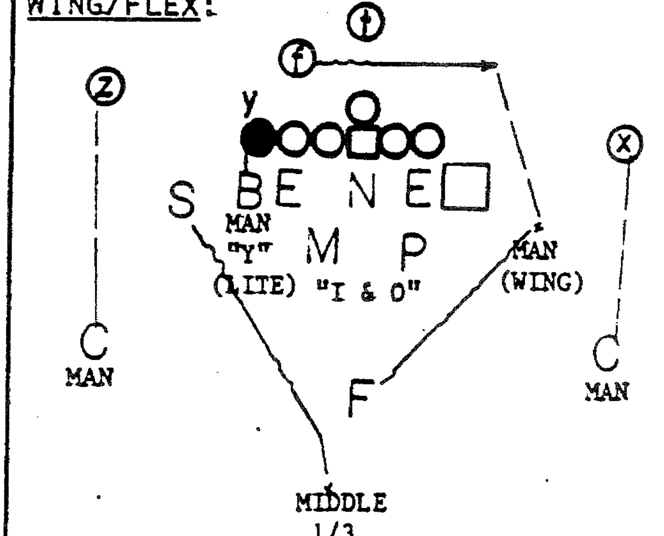
****AUTO: "SALLY"

WING/SOLID:



****AUTO: "SALLY"

WING/FLEX:



****AUTO: "SALLY"

BRAVE/SPIKE COVER FRED

1- BRAVE, SOLID (BACK/SOLID: "MIKE/GO": BUCK IN COVERAGE; FLEX OLB IS "CONTAIN/MAN" ALERT FAR/BACK/SWING; NO BACK SOLID: BUCK DOG)

2- MIKE (BUCK) HAS BACK/SOLID AND ALL REMAINING/BACKS (REMAINING/BACK FLEX TOO)

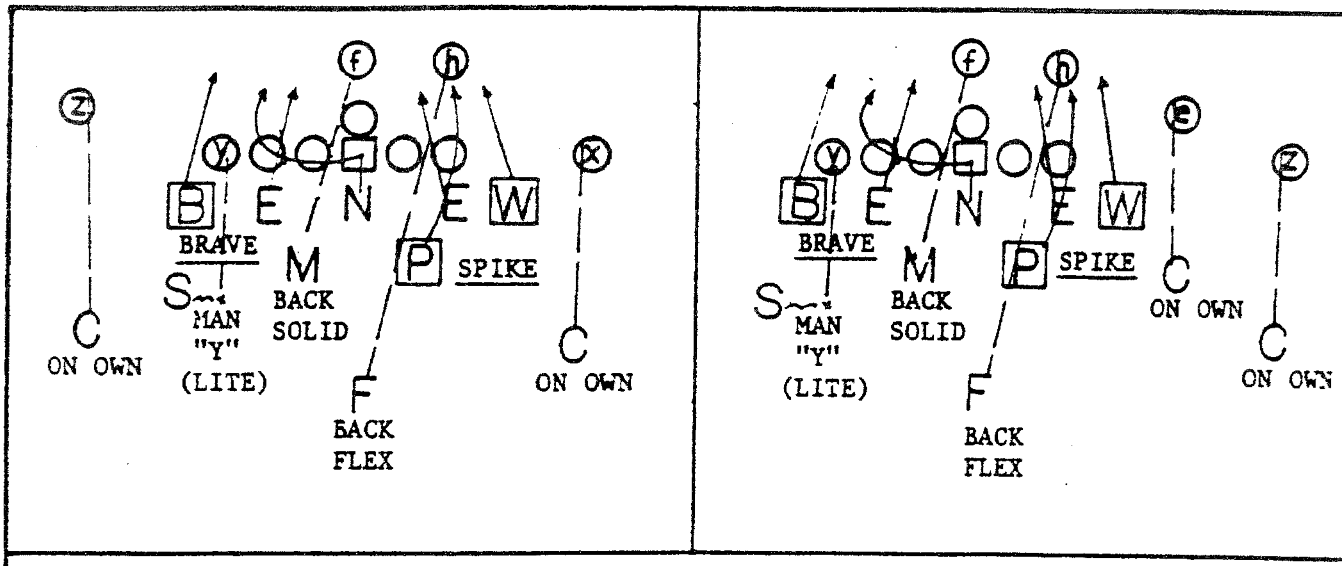
3- PLUGGER "SPIKE" FLEX

4- FREE SAFETY MAN BACK/FLEX AND ALL WINGS; CLOSE/WING FLEX AND ON THE L.O.S. ALERT STUD SITUATION WITH WHIP OR TOUGH WITH ELEPHANT

5- STRONG SAFETY LIGHTNING/MAN "Y"

6- VERSUS GREEN FREE SAFETY HAS THE TAILBACK AND MIKE THE FULLBACK

BRAVE/SPIKE COVER FRED



SOLID END: OSKIE RUSH.

FLEX END: FLAME

NOSE: BRAVE SOLID.

BUCK: DOG

WHIP: DOG; ALERT STUD (CAT) CALL.

MIKE: MAN BACK/SOLID AND ALL REMAINING BACKS.

PLUGGER: BLITZ "C" GAP.

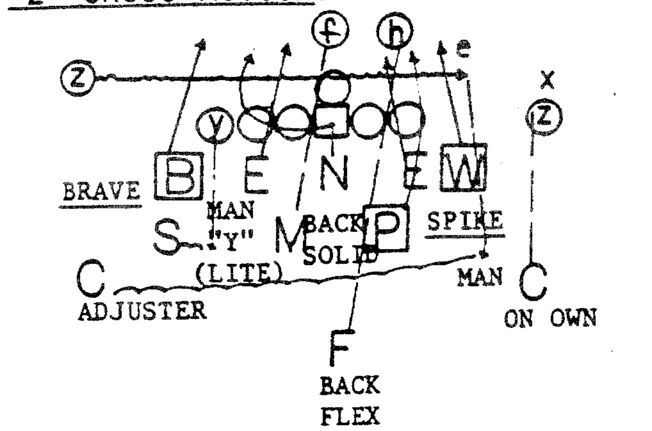
STRONG SAFETY: MAN "Y" LIGHTNING; ALERT BUMP TO SOLID WING BY THE FREE SAFETY.

FREE SAFETY: MAN BACK/FLEX (TAILBACK VERSUS GREEN); MAN ALL WING (BUMP STRONG SAFETY VERSUS WING/SOLID); STUD VERSUS CLOSE WING FLEX.

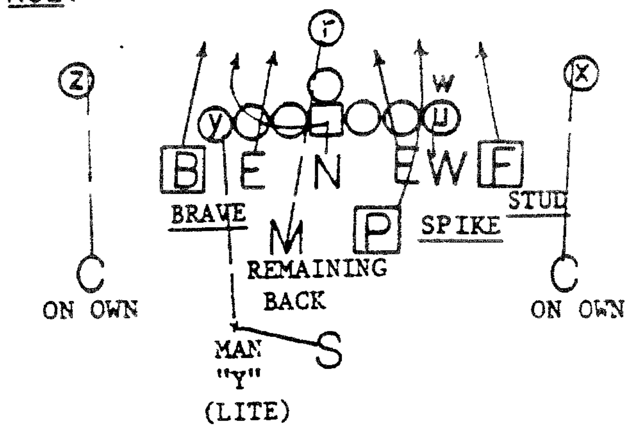
CORNERS: ON OWN; CAT VERSUS TX(U).

BRAVE/SPIKE COVER FRED ADJUSTMENTS

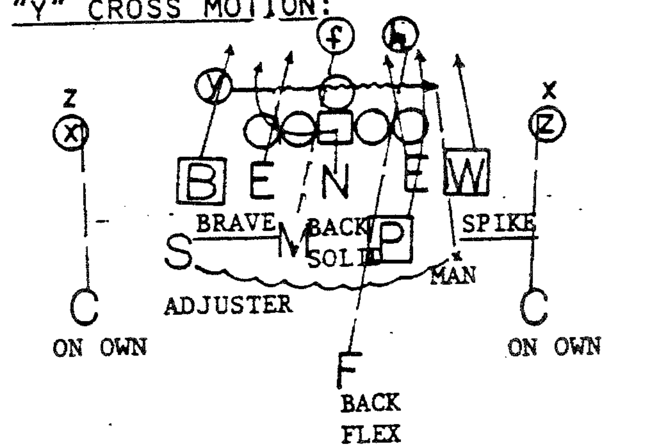
"Z" CROSS MOTION:



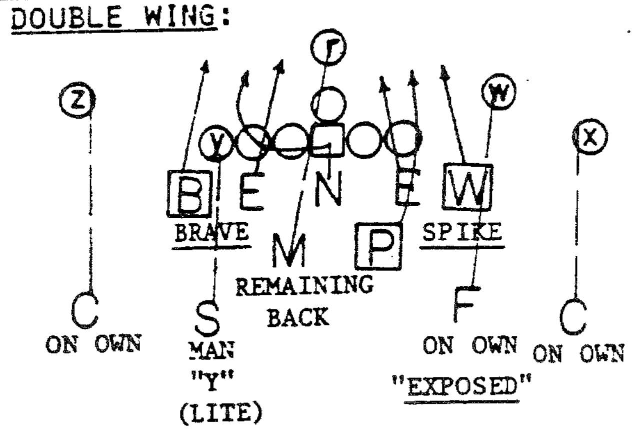
ACE:



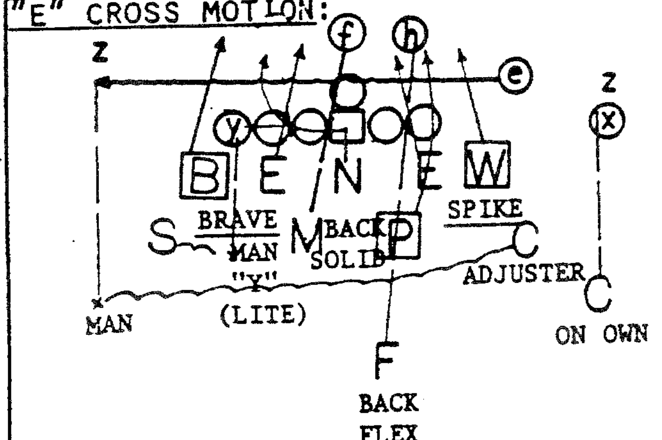
"Y" CROSS MOTION:



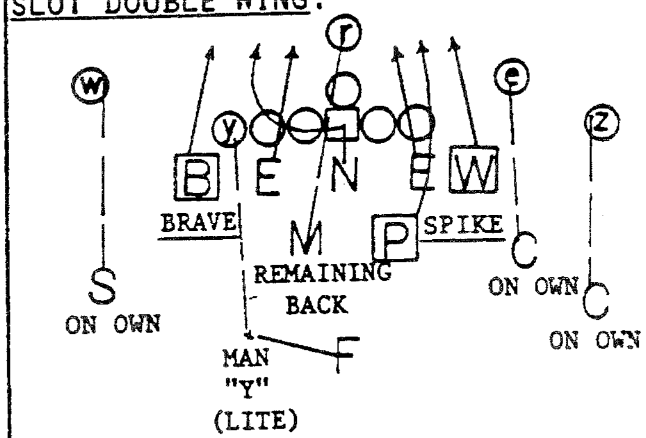
DOUBLE WING:



"E" CROSS MOTION:

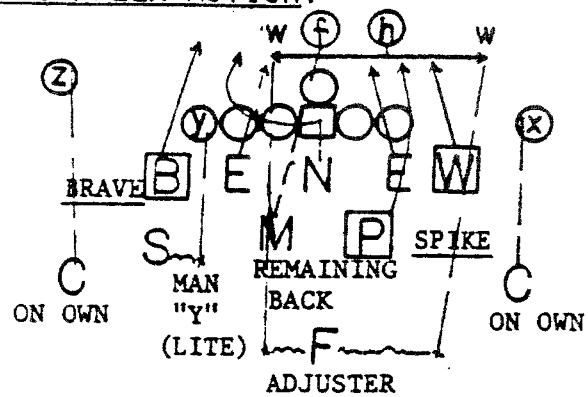


SLOT DOUBLE WING:

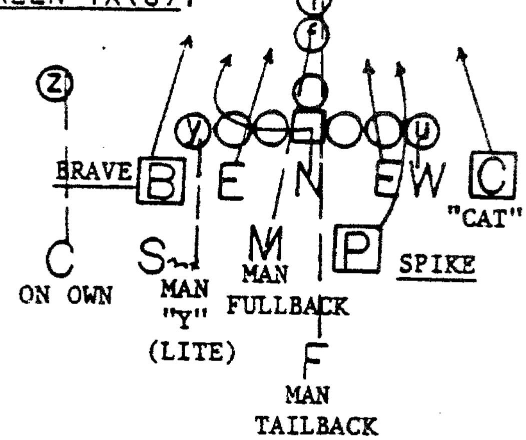


BRAVE/SPIKE COVER FRED ADJUSTMENTS

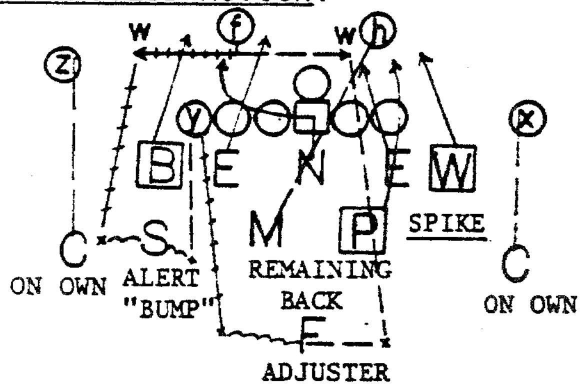
BACK/FLEX MOTION:



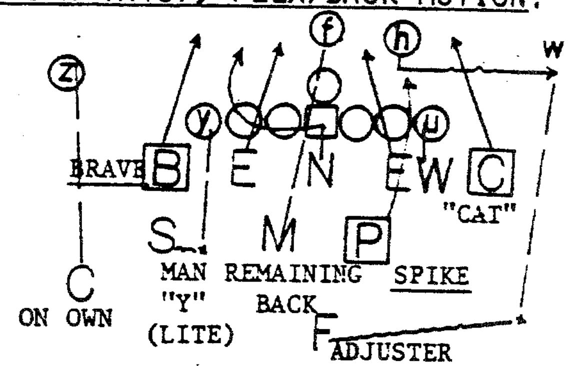
GREEN TX(U):



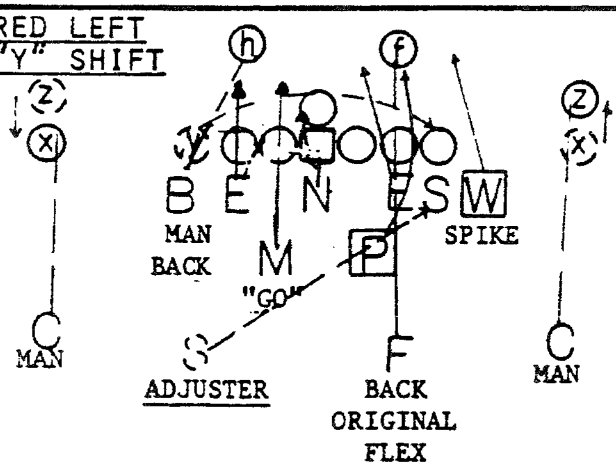
BACK/SOLID MOTION:



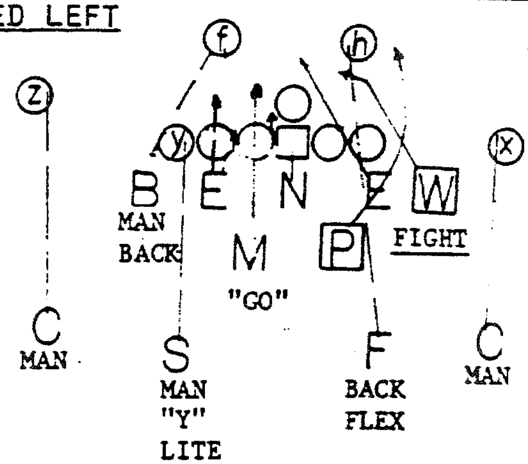
BROWN TX(U), FLEX/BACK MOTION:



RED LEFT
"Y" SHIFT



RED LEFT



**** IN PLACE OF SPIKE, PLUGGER & WHIP CAN "FLAME" BLITZ.

BRAVE/PLUGGER (POP) COVER FRED

1- BRAVE, SOLID (BACK/SOLID: "MIKE/GO"; BUCK IN COVERAGE; FLEX "CONTAIN/MAN" ALERT FAR/BACK SWING) ---- ALIGN IN EAGLE/FLEX AND PLUGGER

2- "PLUGGER" FLEX (FLEX/END RUSH FLEX "A" GAP AND PLUGGER BLITZ THE "B" GAP; WHIP OR ELEPHANT DOG) ---- POP: FLEX/END "B" GAP AND PLUGGER "A" GAP

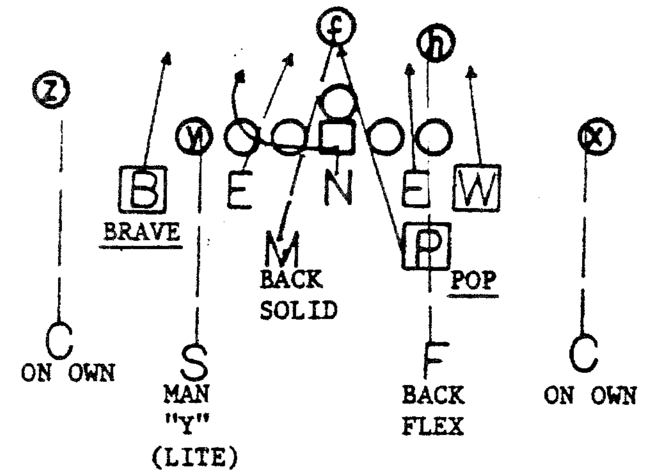
****3- VERSUS "Y" CROSS MOTION/SHIFT, PLUGGER AUTO "POP" (OR ANY CLOSE/ RECEIVER FLEX, ACE TOO)

4- MIKE (BUCK) TAKE THE BACK/SOLID; VERSUS ONE/BACK SET AND REMAIN-ING/BACK SET FLEX, AUTO "POP", MIKE "POP" AND PLUGGER TAKE THE REMAINING/BACK

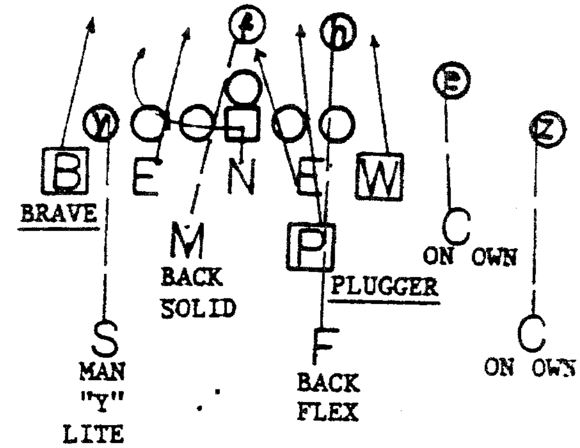
5- STRONG SAFETY LIGHTNING/MAN "Y"

6- FREE SAFETY MAN BACK/FLEX AND ALL WINGS; CLOSE/WING FLEX AND ON THE L.O.S. ALERT TOUGH WITH ELEPHANT

BRAVE "POP" OR "PLUGGER" COVER FRED



*****"POP"



*****"PLUGGER"

SOLID END: OSKIE RUSH.

FLEX END: FROM EAGLE: POP, RUSH "B" GAP; PLUGGER, RUSH "A" GAP.

NOSE: BRAVE SOLID.

BUCK: DOG

WHIP: FROM EAGLE: DOG.

MIKE: POP: MAN BACK/SOLID & ALL REMAINING/BACKS (REMAINING/BACK OFF SET FLEX SWITCH WITH PLUGGER); PLUGGER: MAN BACK/SOLID & ALL REMAINING/BACKS.

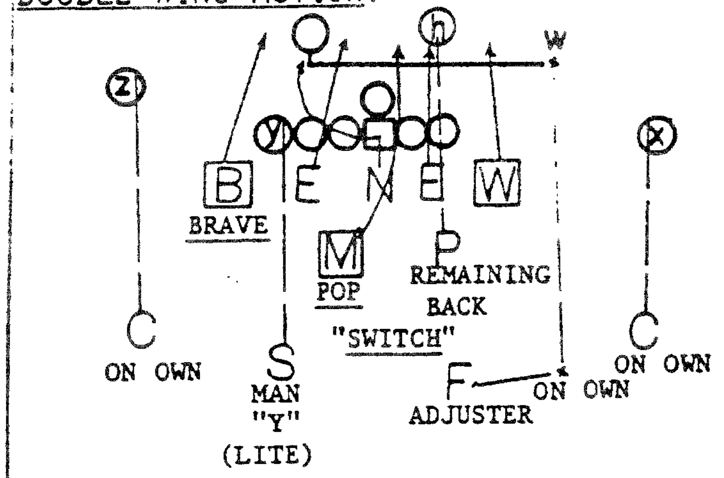
PLUGGER: POP: BLITZ FLEX "A" GAP; PLUGGER: BLITZ FLEX "B" GAP.

STRONG SAFETY: MAN "Y" LIGHTNING; ALERT BUMP TO SOLID WING BY THE FREE SAFETY.

FREE SAFETY: MAN BACK/FLEX (TAILBACK VERSUS GREEN); MAN ALL WINGS (BUMP STRONG/SAFETY VERSUS WING/SOLID); STUD VERSUS CLOSE WING FLEX.

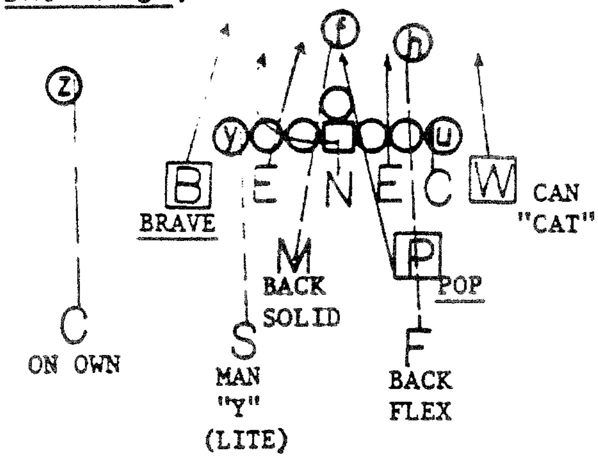
CORNERS: ON OWN; "CAT" VERSUS TX(U).

DOUBLE WING MOTION:



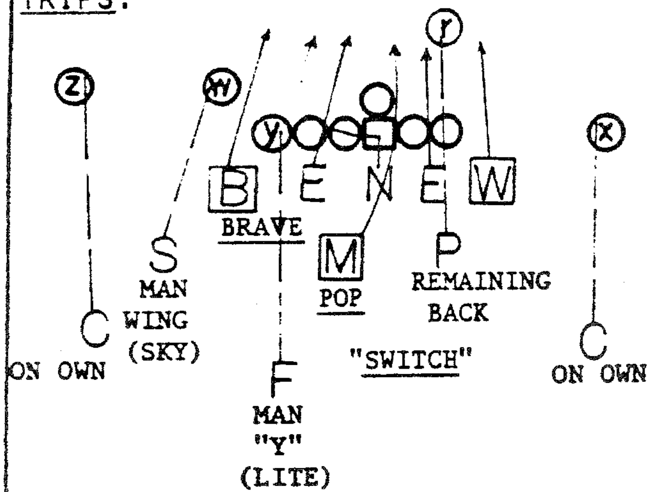
****AUTO "POP"

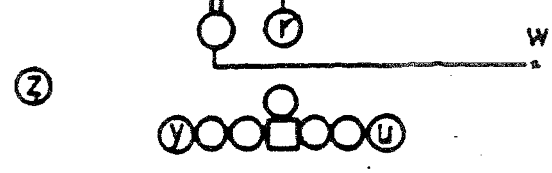
BROWN/"U":



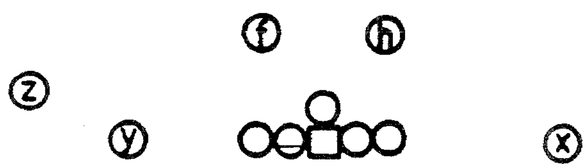
****AUTO "POP"

TRIPS:





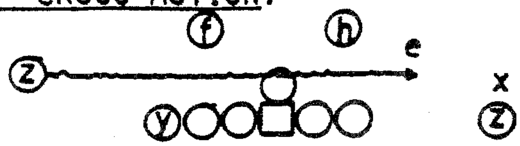
****AUTO "POP"



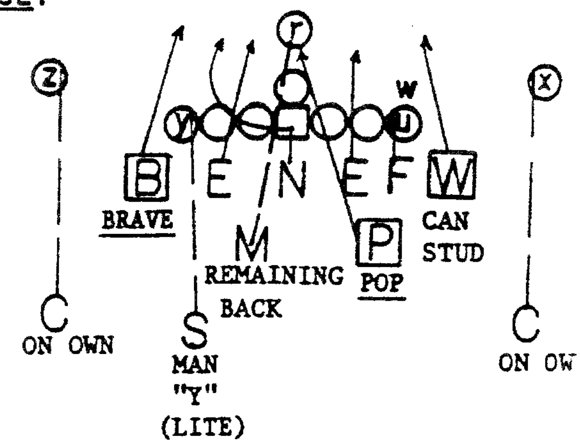


BRAVE POP OR PLUGGER COVER FRED ADJUSTMENTS

"Z" CROSS MOTION:

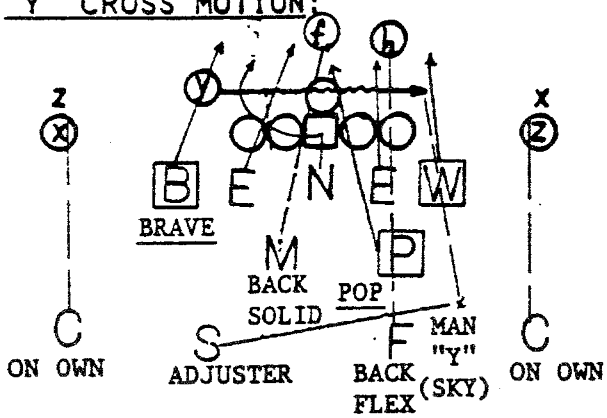


ACE:

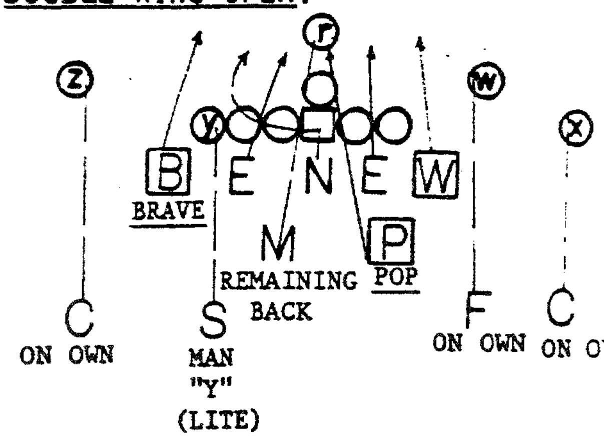


****AUTO "POP"

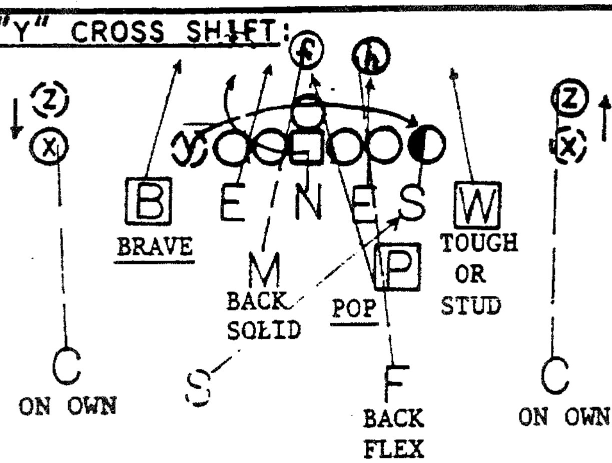
"Y" CROSS MOTION:



DOUBLE WING OPEN:

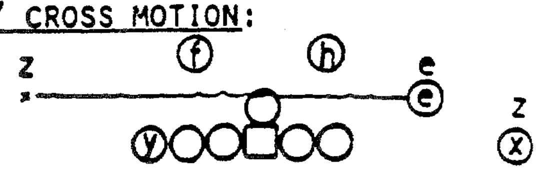


"Y" CROSS SHIFT:



****AUTO "POP"

"E" CROSS MOTION:



(EL) BRAVE/PAX COVER FRED

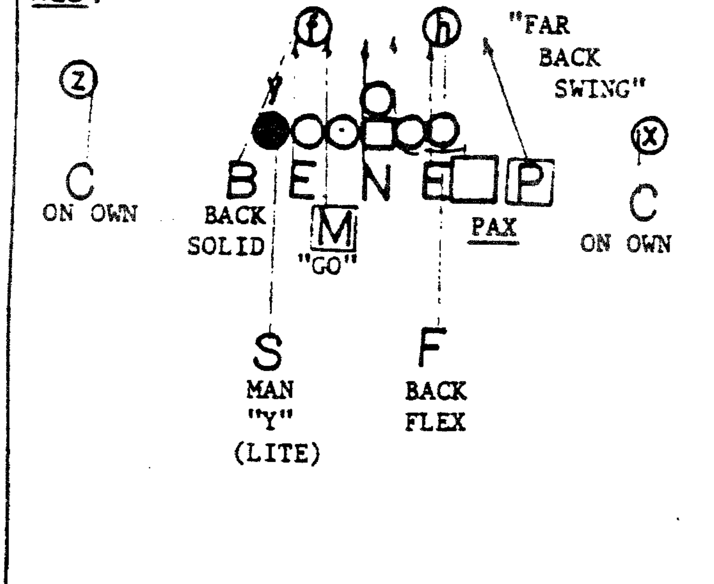
1- BRAVE SOLID; BACK/SOLID, MIKE "GO", BUCK THEN MAN BACK/SOLID (PLUGGER) ALERT FAR/BACK/SWING)

2- PAX FLEX

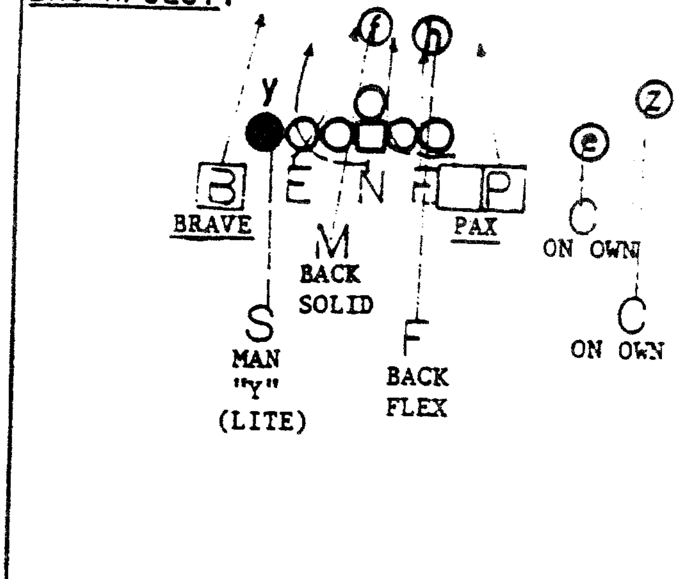
****3- VERSUS "Y" CROSS/SHIFT, STRONG AND FREE SAFETIES COULD BANJO IF BACK SET TO NEW SOLID/SIDE

(EL) BRAVE/PAX COVER FRED

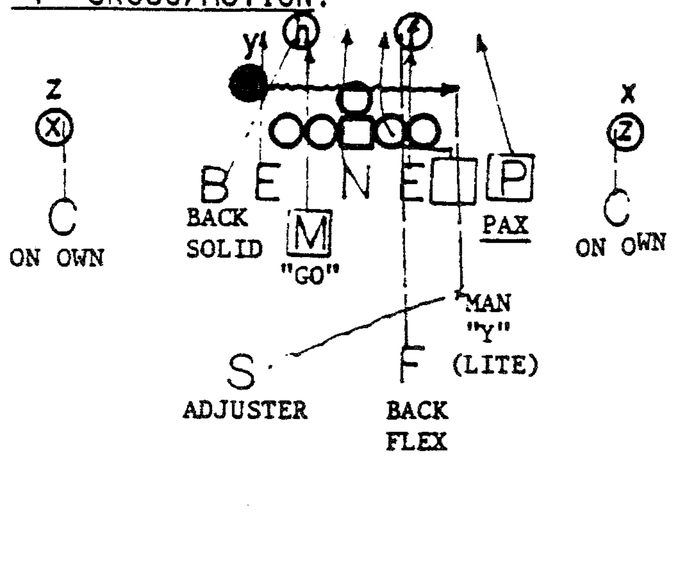
RED:



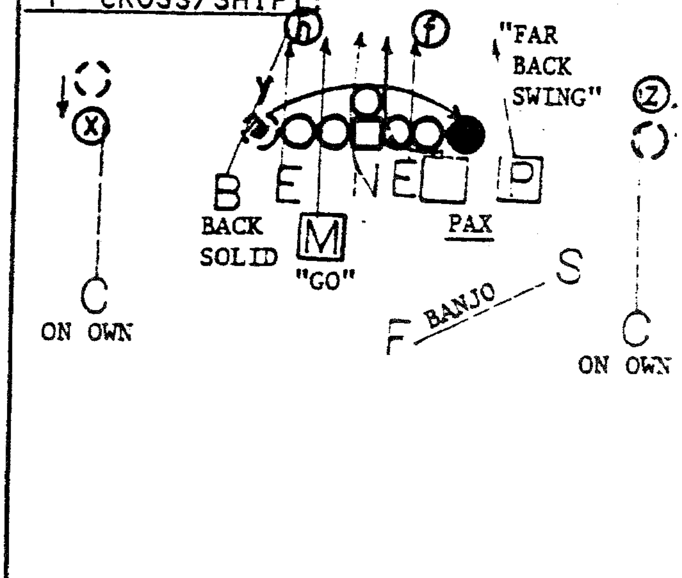
BROWN/SLOT:



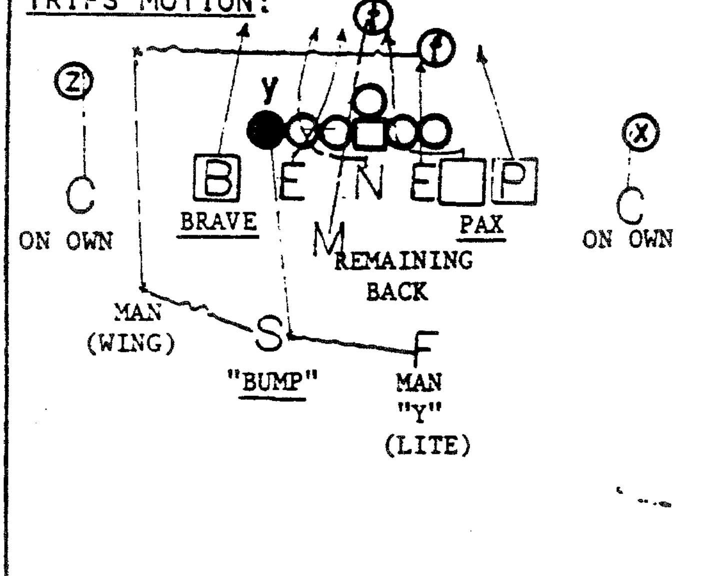
"Y" CROSS/MOTION:



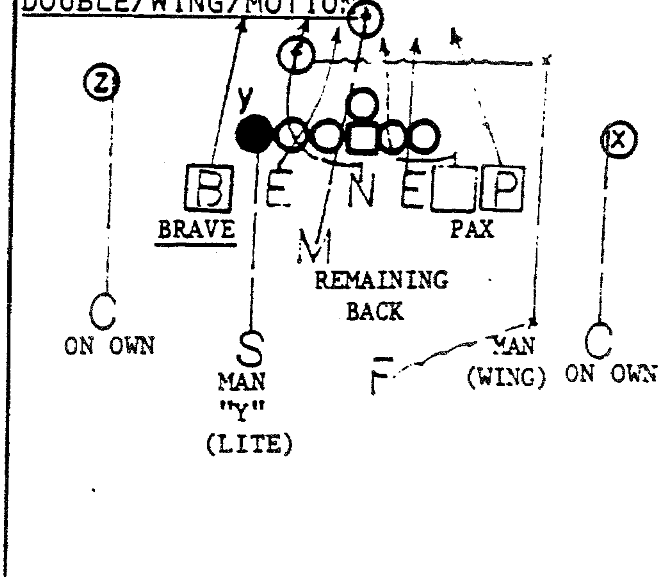
"Y" CROSS/SHIFT:



TRIPS MOTION:



DOUBLE/WING/MOTION:



HUSKY/WARRIOR COVER SAM

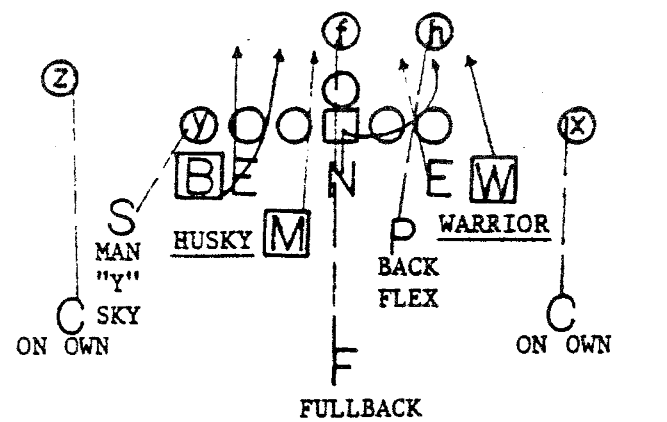
1- HUSKY SOLID AND WARRIOR FLEX

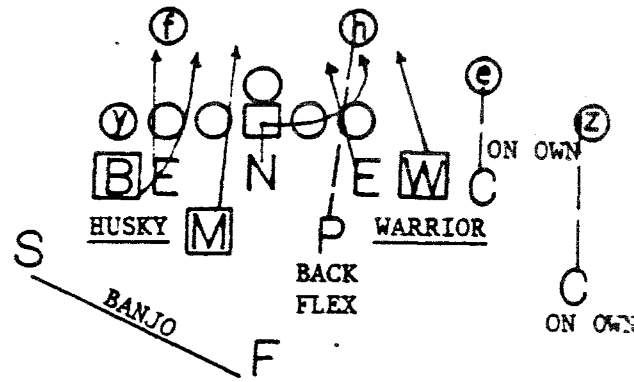
2- FREE SAFETY RESPONSIBLE FOR BACK SOLID (TAILBACK VERSUS GREEN), ALERT BANJO SITUATIONS; PLUGGER HAS BACK FLEX

3- PLUGGER TAKE REMAINING/BACK VERSUS ONE/BACK SETS UNLESS BACK SET SOLID AT WHICH TIME "SWITCH" WITH MIKE; FREE SAFETY TAKES ALL WINGS, ALERT BUMP (STRONG SAFETY) VERSUS WING SOLID

4- "CAT" VERSUS TX(U); FREE SAFETY STUD VERSUS TRUE ACE

HUSKY/WARRIOR COVER SAM





SOLID END: JET

FLEX END: INSIDE RUSH (WARRIOR).

NOSE: WARRIOR FLEX.

BUCK: BLITZ "B" GAP (AX)

WHIP: DOG; ALERT STUD BY FREE SAFETY OR "CAT" BY CORNER.

MIKE: BLITZ "A" GAP; ONE/BACK SOLID, SWITCH WITH PLUGGER.

PLUGGER: MAN BACK/FLEX; SWITCH WITH MIKE VERSUS ONE/BACK SOLID. (TAKE ALL REMAINING BACKS, EXCEPT WHEN SET/SOLID).

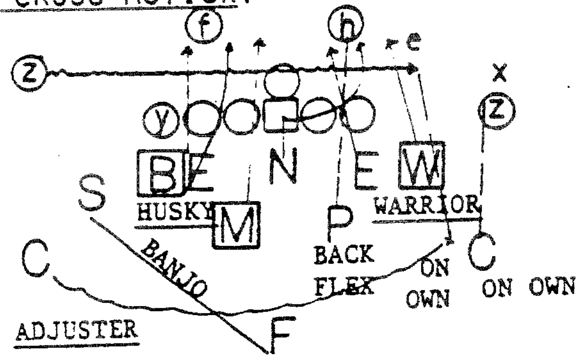
STRONG SAFETY: BANJO WITH THE FREE SAFETY VERSUS BACK SET SOLID; MAN "Y" (SKY) VERSUS NO BACK SOLID; ALERT BUMP BY FREE SAFETY VERSUS WINGS SOLID; "STUD" VERSUS "Y" CROSS/SHIFT.

FREE SAFETY: BANJO WITH THE STRONG SAFETY VERSUS BACK SET SOLID (TAKE FULLBACK WHEN HOME); MAN ALL WINGS (BUMP THE STRONG SAFETY); STUD VERSUS CLOSE/WING FLEX.

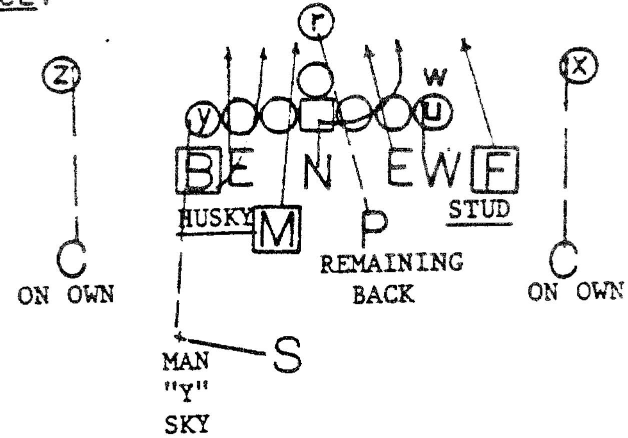
CORNERS: ON OWN; CAT VERSUS TX(U).

HUSKY/WARRIOR COVER SAM ADJUSTMENTS

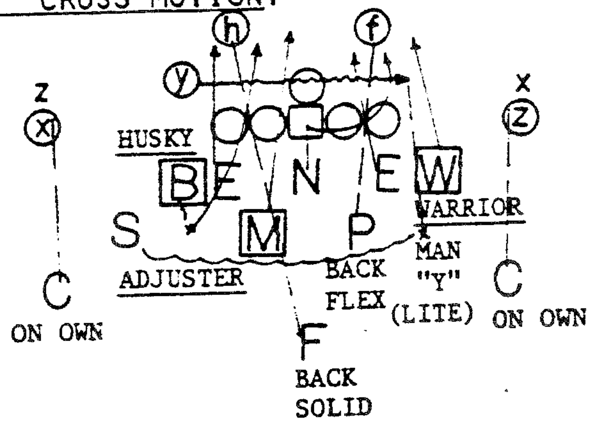
"Z" CROSS MOTION:



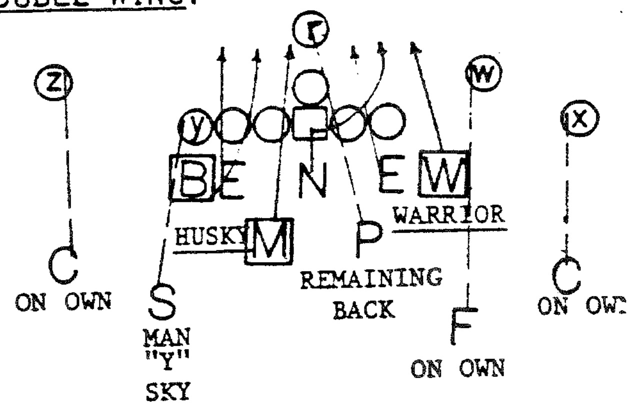
ACE:



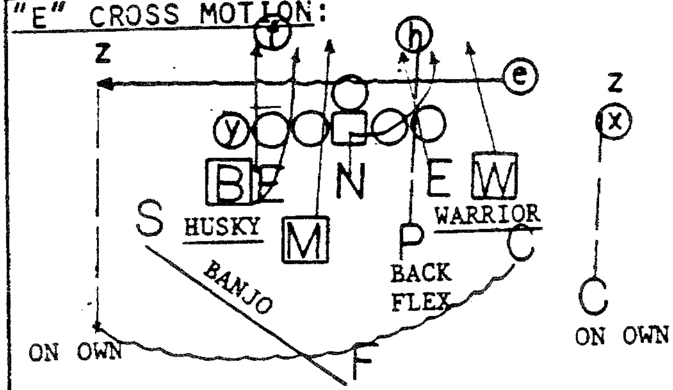
"Y" CROSS MOTION:



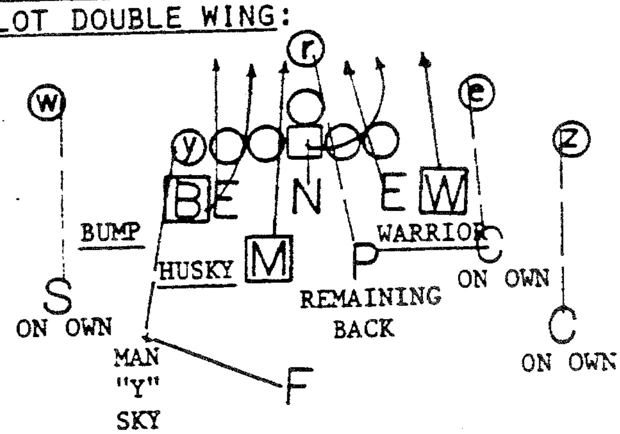
DOUBLE WING:



"E" CROSS MOTION:

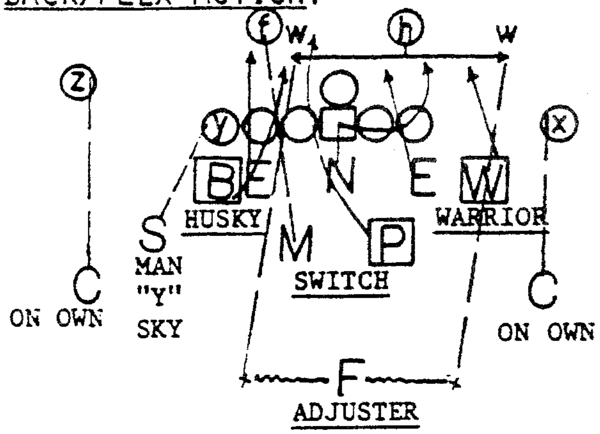


SLOT DOUBLE WING:

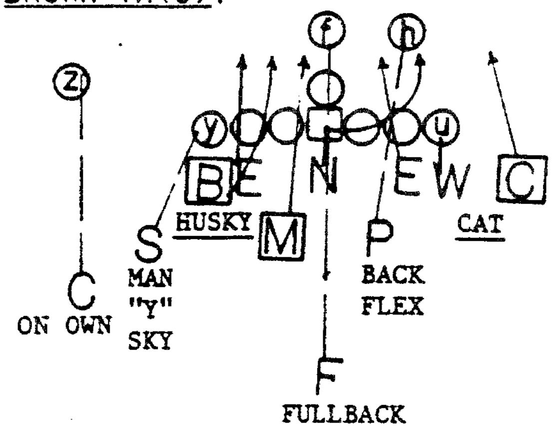


HUSKY/WARRIOR COVER SAM ADJUSTMENTS

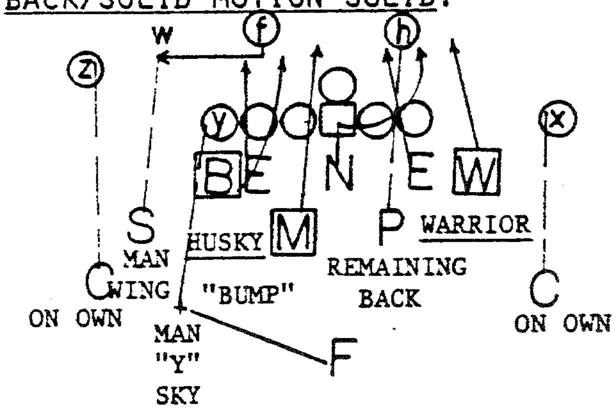
BACK/FLEX MOTION:



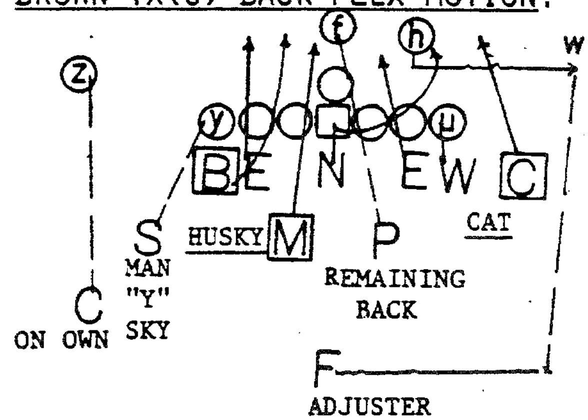
BROWN TX(U):



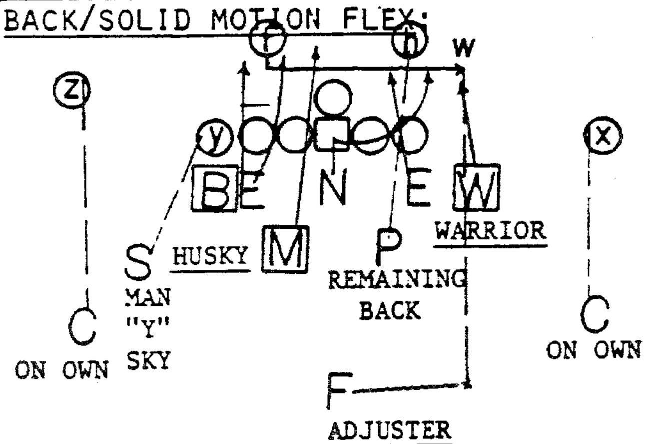
BACK/SOLID MOTION SOLID:



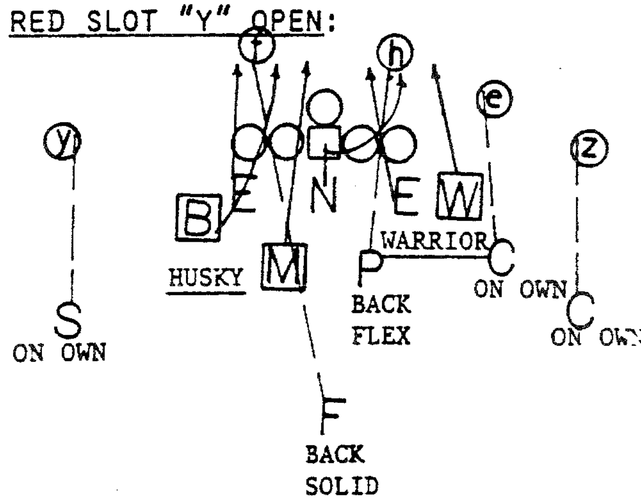
BROWN TX(U) BACK FLEX MOTION:



BACK/SOLID MOTION FLEX:



RED SLOT "Y" OPEN:



(EL) APACHE/SIOUX/HOOPA STRIKE/ISO COVER "Y"

1- FLEX/END "ISO" SOLID

2- #1 "STRIKE" WITH #2 SOLID

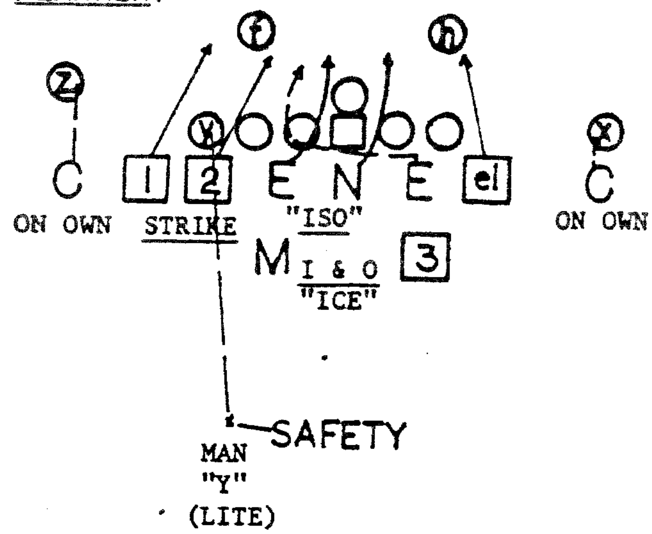
3- MIKE HAS BACK/SOLID AND ALL REMAINING/BACKS (I & O WITH #3)

4- #3 HAS BACK/FLEX AND ALL WINGS; SAFETY HAS "Y"

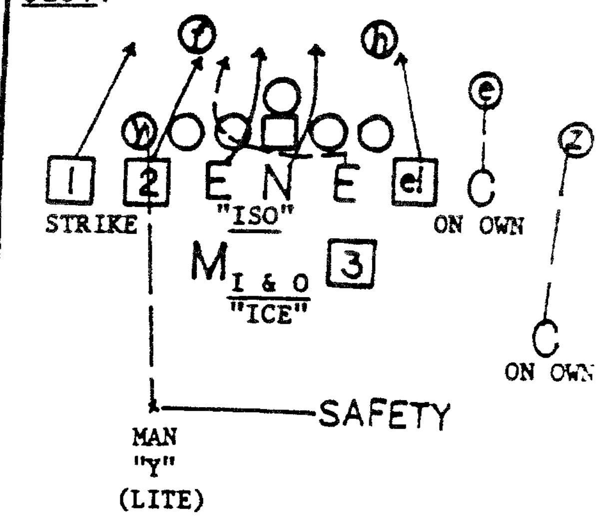
**** 5- FLIP BLITZ WITH "Y" CROSS/SHIFT

**** 6- #1 AND #2 AX WHEN IN SPACE

FLANKER:



SLOT:



#1: STRIKE; "Y" OPEN OR CROSS/MOTION, AX; "Y" CROSS/SHIFT, SQUEEZE.

#2: STRIKE; "Y" OPEN OR CROSS/MOTION, AX; "Y" CROSS/SHIFT, ADJUST AND STRIKE WITH ELEPHANT.

MIKE: I & O WITH #3 (ICE RED) AND MAN ALL REMAINING/BACKS; FLIP VERSUS "Y" CROSS/SHIFT.

#3: I & O WITH MIKE (ICE RED) AND ADJUST TO ALL WINGS.

ELEPHANT: FLAME; STRIKE VERSUS "Y" CROSS/SHIFT; FLIP VERSUS "Y" CROSS/SHIFT.

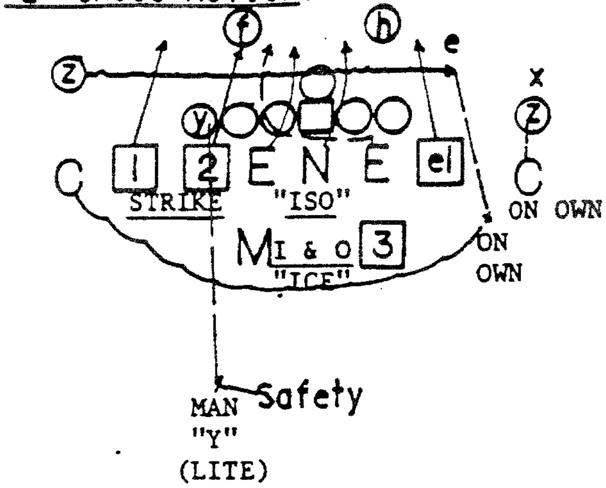
SAFETY: MAN "Y" LIGHTNING, THOUGH SKY/MAN VERSUS "Y" CROSS/MOTION.

CORNERS: MAN ON OWN.

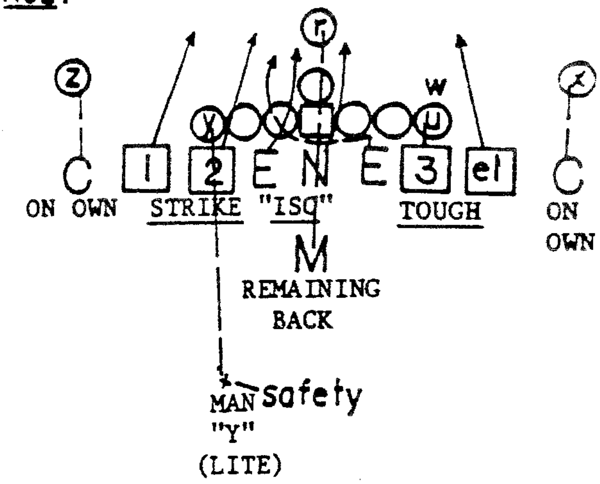
LINE: FLEX/END "ISO" TO THE SOLID/SIDE; VERSUS "Y" CROSS/SHIFT, ISO TO THE NEW SOLID/SIDE.

(EL) APACHE/SIOUX/HOOPA STRIKE/ISO COVER "Y" ADJUSTMENTS

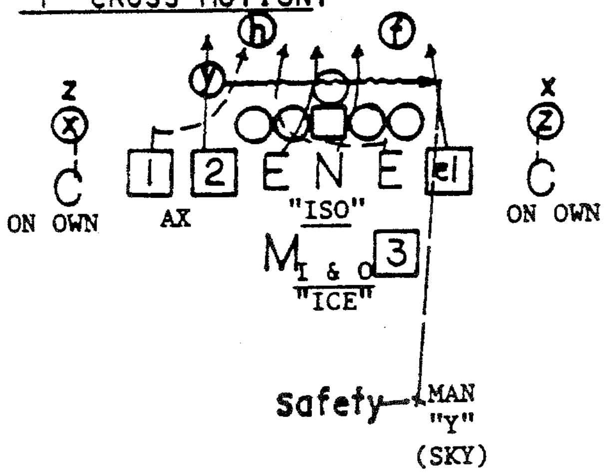
"Z" CROSS MOTION:



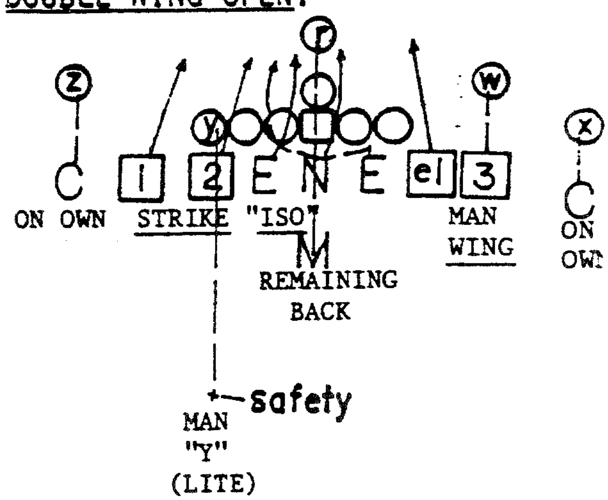
ACE:



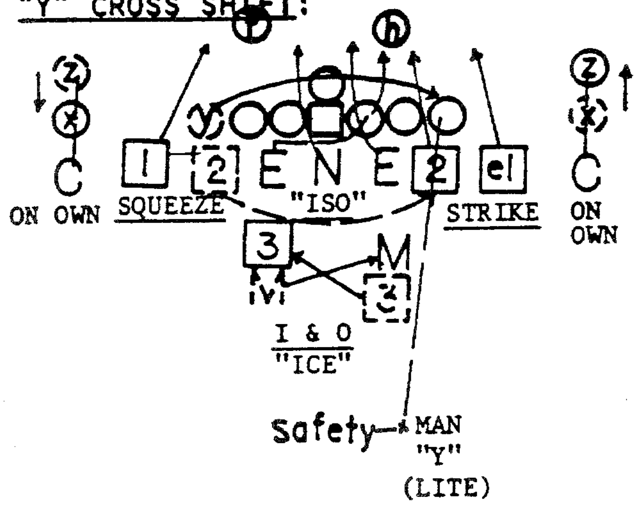
"Y" CROSS MOTION:



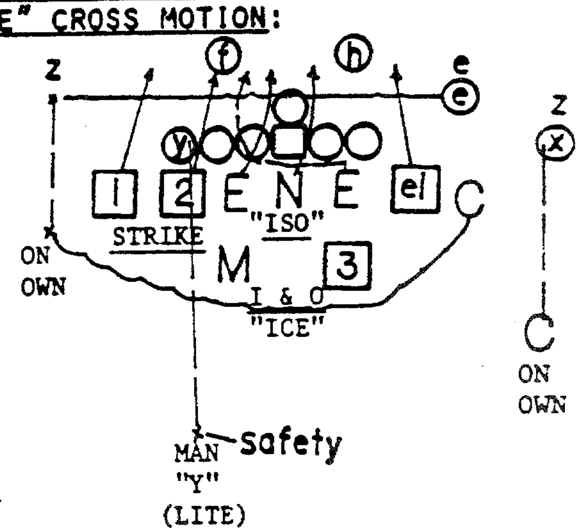
DOUBLE WING OPEN:



"Y" CROSS SHIFT:

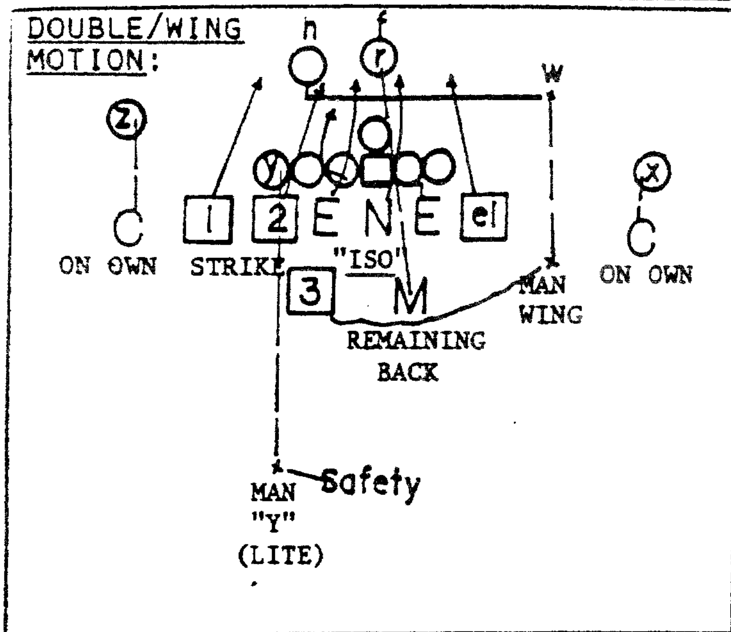


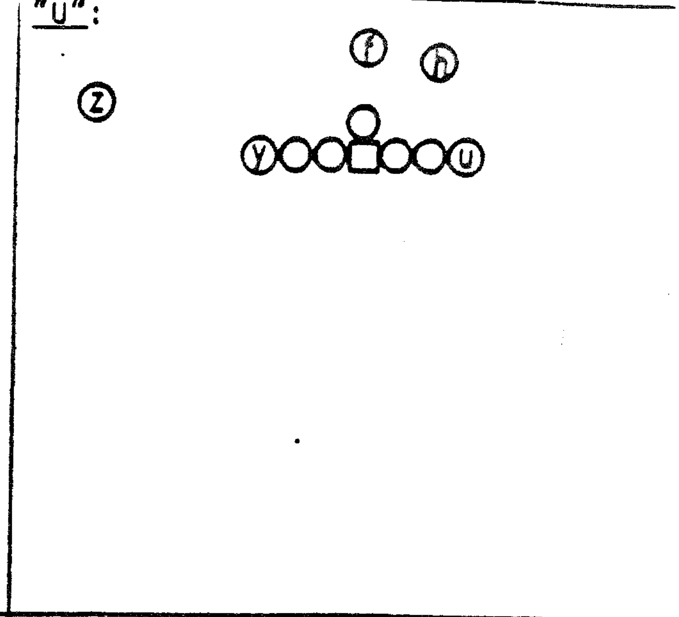
"E" CROSS MOTION:

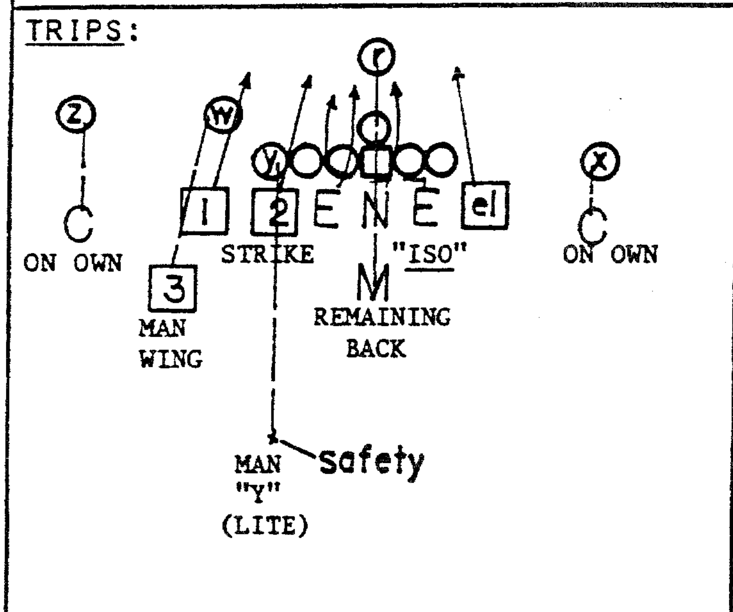


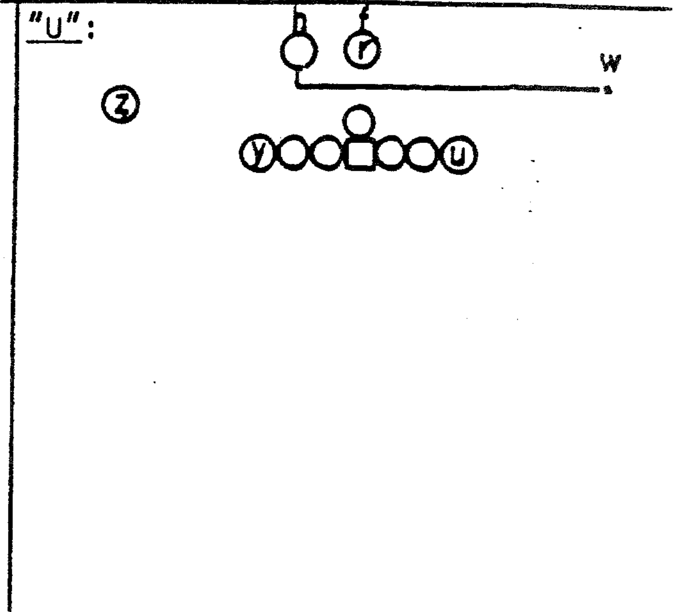
****FLIP BLITZ

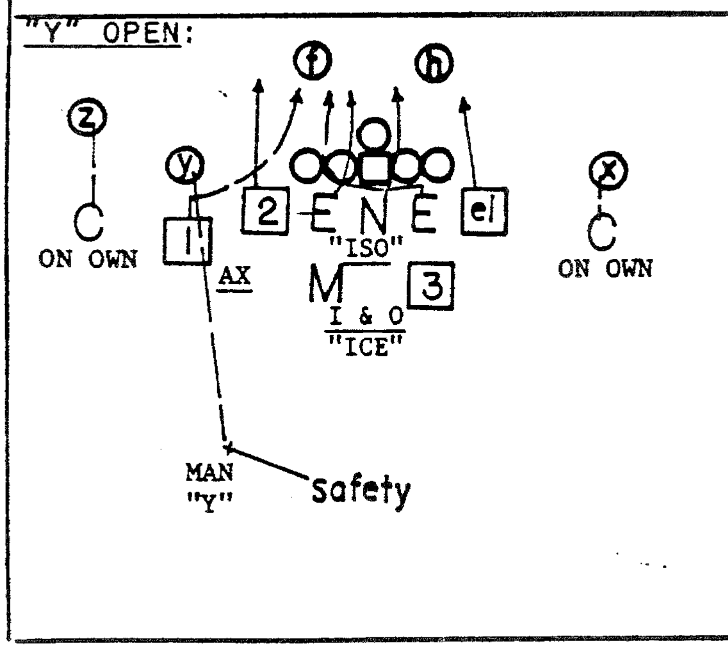
(EL) APACHE/SIOUX/HOOPA STRIKE/ISO COVER "Y" ADJUSTMENTS

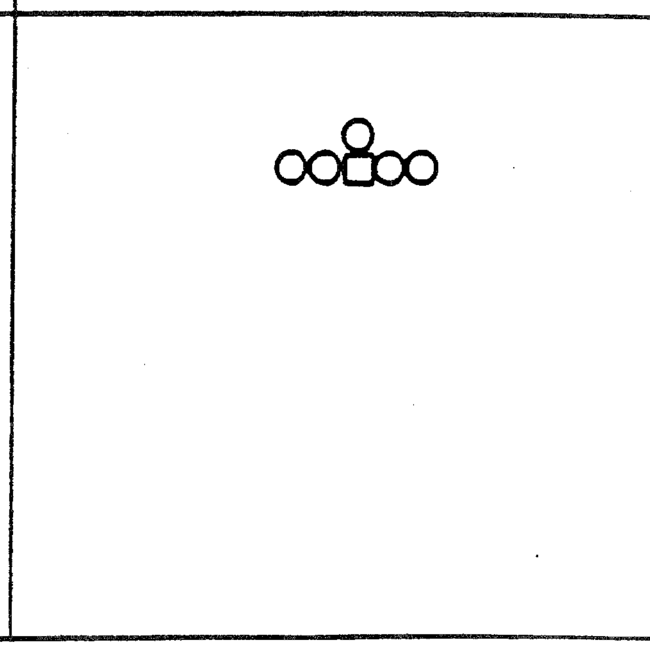












(EL) APACHE/SIOUX/HOOPA SOLID HIT COVER "Y"

1- LINE APACHE; NOSE RUSH FLEX

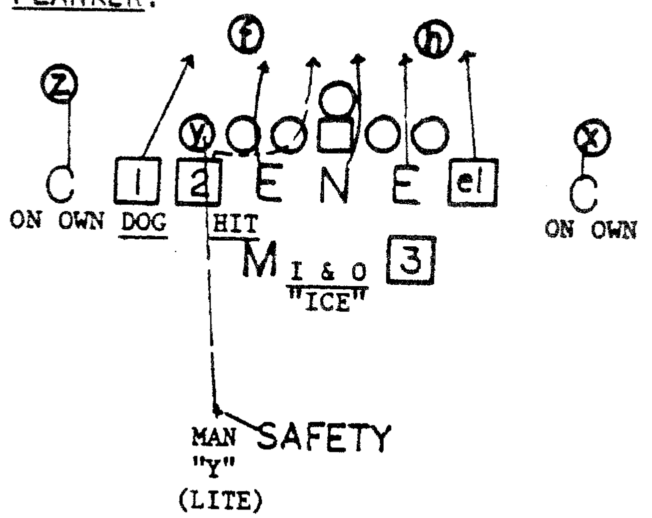
2- #2 "HIT" SOLID

3- #1 "DOG"

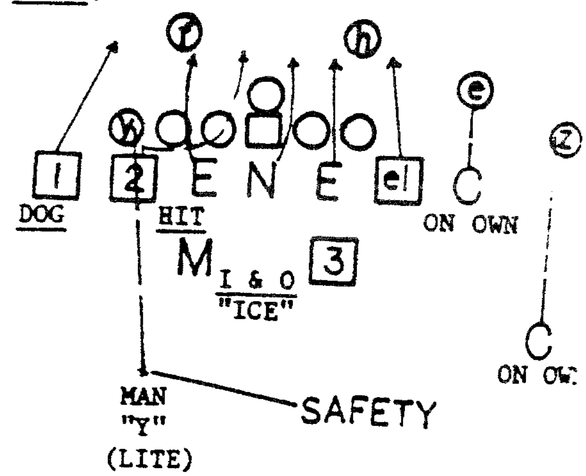
4- MIKE AND #3 "I & O" ("ICE" RED); ONE/BACK: #3 TAKE ALL WINGS AND MIKE MAN THE REMAINING/BACK; SAFETY, MAN "Y"

**** 5- FLIP BLITZ WITH "Y" CROSS/SHIFT

FLANKER:



SLOT:



#1: DOG; "Y" CROSS/SHIFT, SQUEEZE.

#2: HIT WITH SOLID/END; FLIP WITH "Y" CROSS/SHIFT.

MIKE: I & O WITH #3 (ICE RED) AND MAN ALL REMAINING/BACKS; FLIP VERSUS "Y" CROSS/SHIFT.

#3: I & O WITH MIKE (ICE RED) AND ADJUST TO ALL WINGS.

ELEPHANT: FLAME; DOG VERSUS "Y" CROSS/SHIFT.

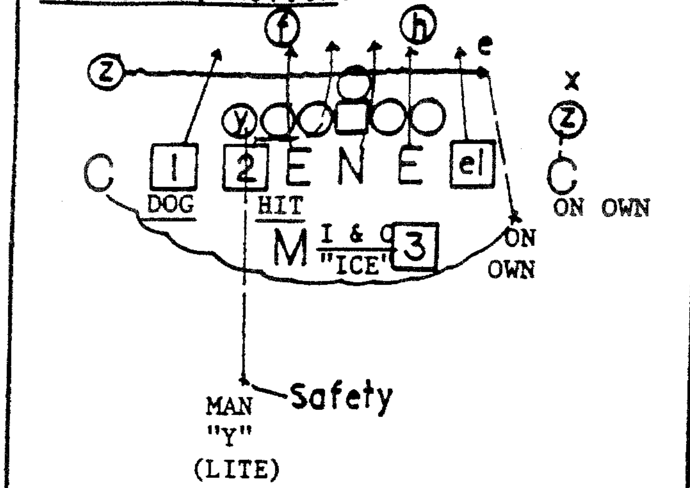
SAFETY: MAN "Y" LIGHTNING, THOUGH SKY/MAN VERSUS "Y" CROSS/MOTION.

CORNERS: MAN ON OWN.

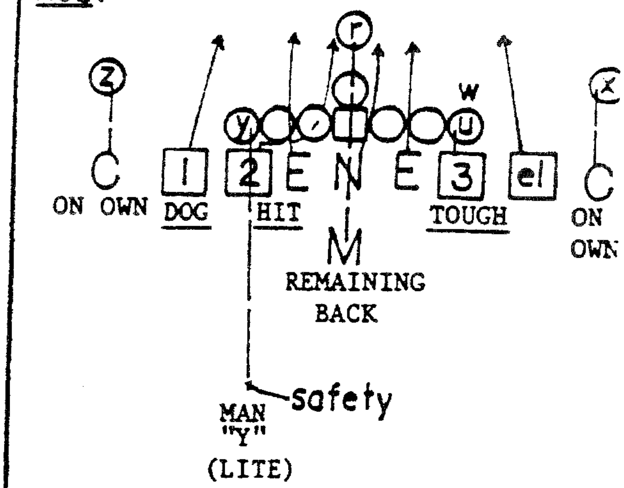
LINE: SOLID/END, HIT WITH #2 (FLIP VERSUS "Y" CROSS/SHIFT); NOSE AND FLEX/END RUSH FLEX.

(EL) APACHE/SIOUX/HOOPA HIT COVER "Y" ADJUSTMENTS

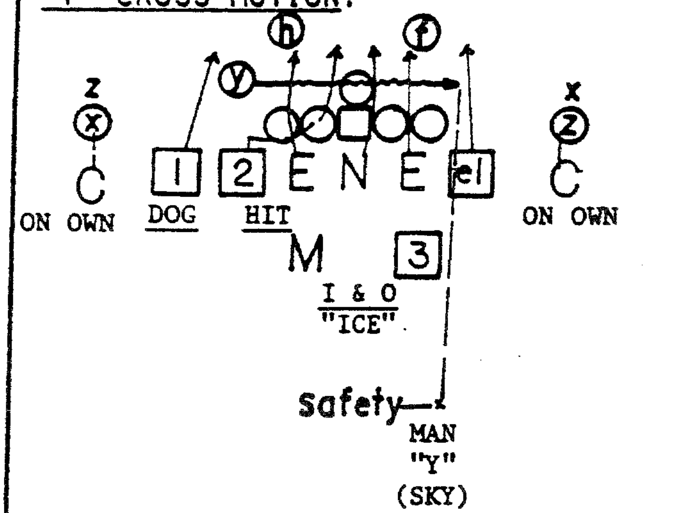
"Z" CROSS MOTION:



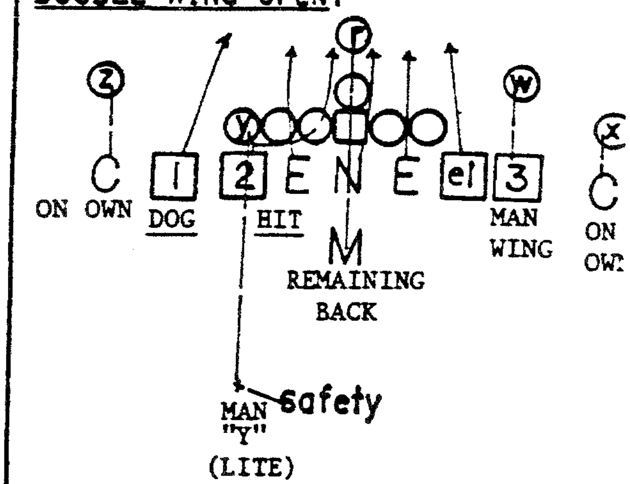
ACE:



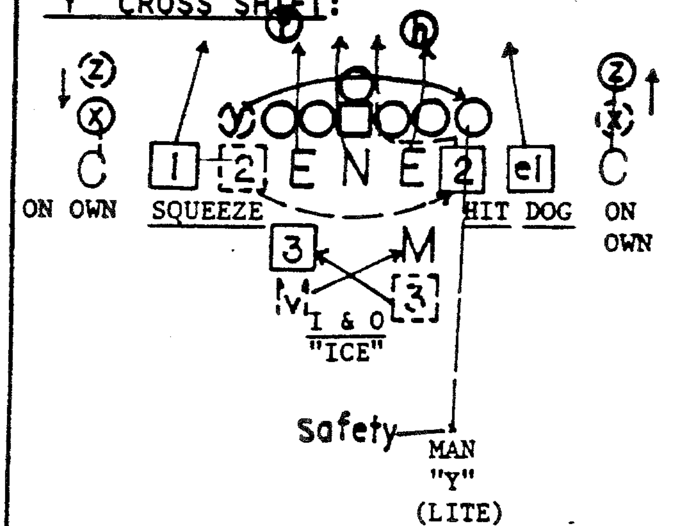
"Y" CROSS MOTION:



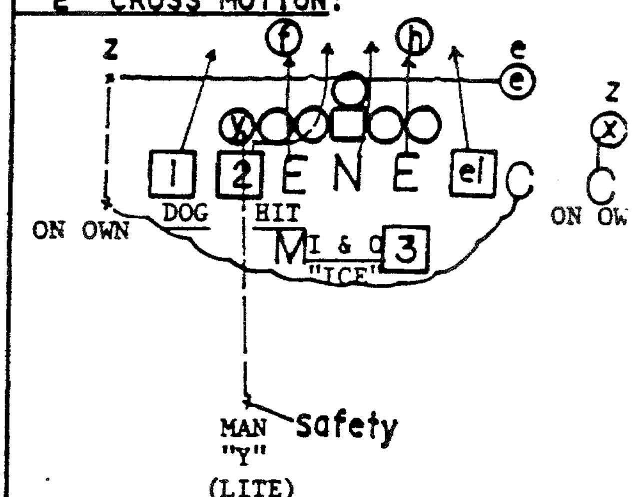
DOUBLE WING OPEN:



"Y" CROSS SHIFT:



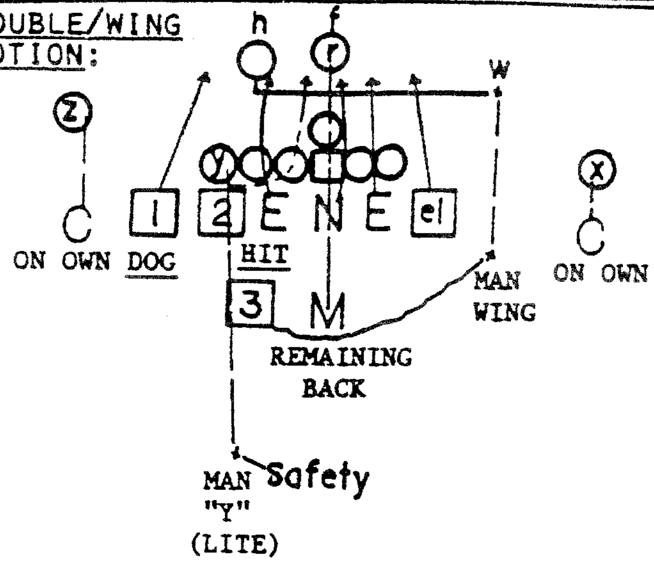
"E" CROSS MOTION:



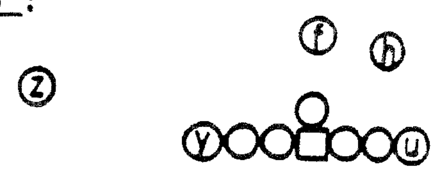
****FLIP BLITZ

(EL) APACHE/SIOUX/HOOPA HIT COVER "Y" ADJUSTMENTS

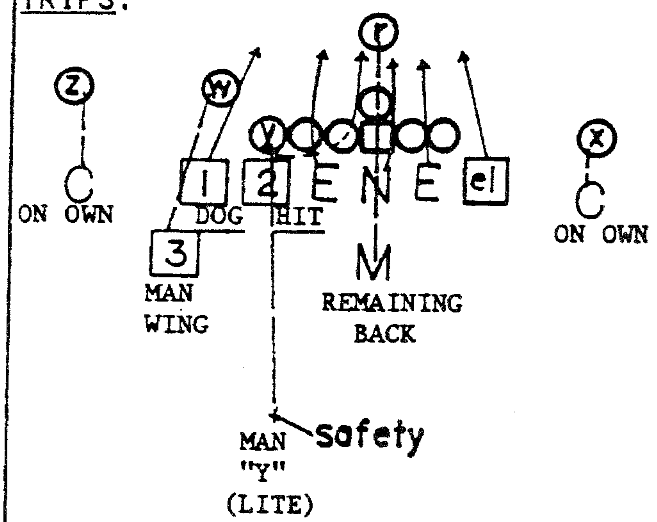
DOUBLE/WING MOTION:



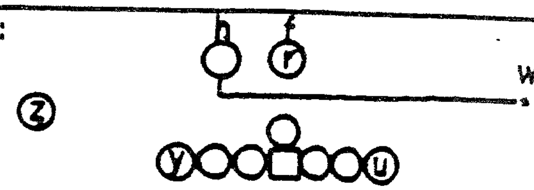
"U":



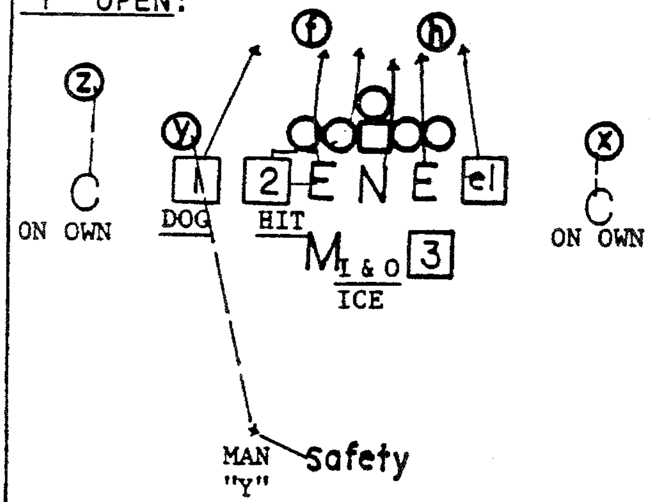
TRIPS:



"U":



"Y" OPEN:





(EL) APACHE/SIOUX/HOOPA AX COVER "Y"

1- LINE RUSH FLEX

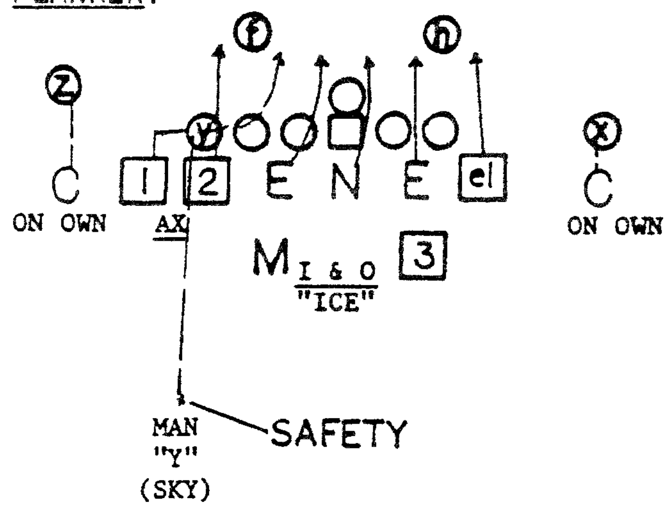
2- #1 AND #2 AX SOLID; FLIP WITH "Y" CROSS/SHIFT

3- #3 AND MIKE I & O, "ICE" RED; ONE/BACK: #3 ADJUST AND MIKE MAN THE REMAINING/BACK

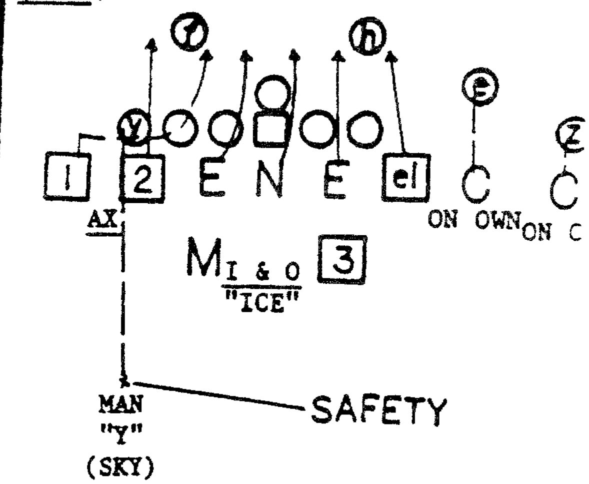
4- SAFETY "SKY/MAN" THE "Y"

**** 5- CAN BE RUN ELEPHANT/SOLID WITH #1 AND #2 FLEX OR LEFT/RIGHT TOO

FLANKER:



SLOT:



#1: AX; "Y" CROSS/SHIFT, SQUEEZE.

#2: AX; FLIP WITH "Y" CROSS/SHIFT (ELEPHANT WITH AX INSIDE).

MIKE: I & O WITH #3 (ICE RED) AND MAN ALL REMAINING/BACKS; FLIP VERSUS "Y" CROSS/SHIFT.

#3: I & O WITH MIKE (ICE RED) AND ADJUST TO ALL WINGS.

ELEPHANT: FLAME; AX VERSUS "Y" CROSS/SHIFT.

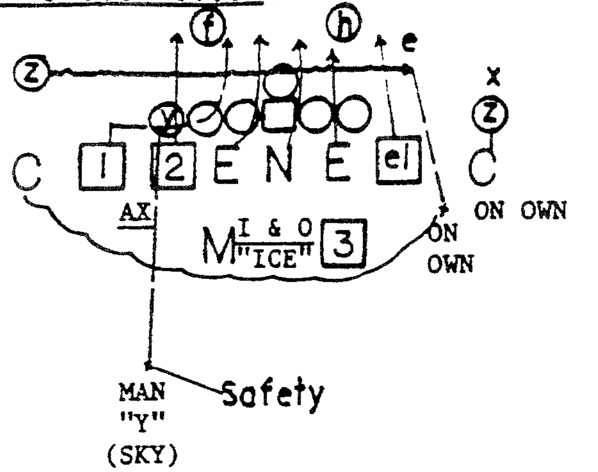
SAFETY: MAN "Y" SKY.

CORNERS: MAN ON OWN.

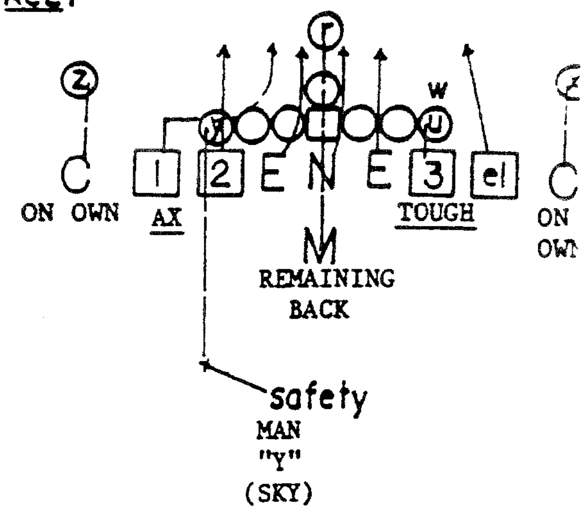
LINE: SOLID/END AND NOSE RUSH FLEX; FLIP VERSUS "Y" CROSS/SHIFT.

(EL) APACHE/SIOUX/HOOPA AX COVER "Y" ADJUSTMENTS

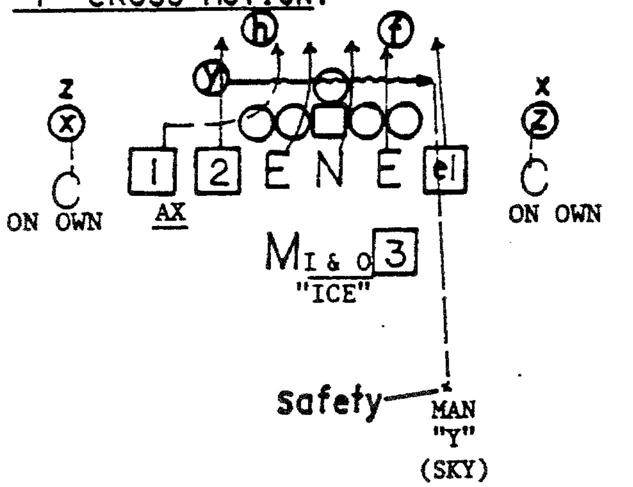
"Z" CROSS MOTION:



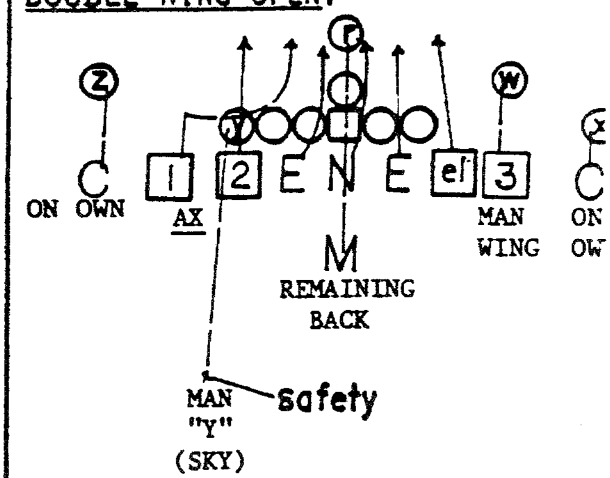
ACE:



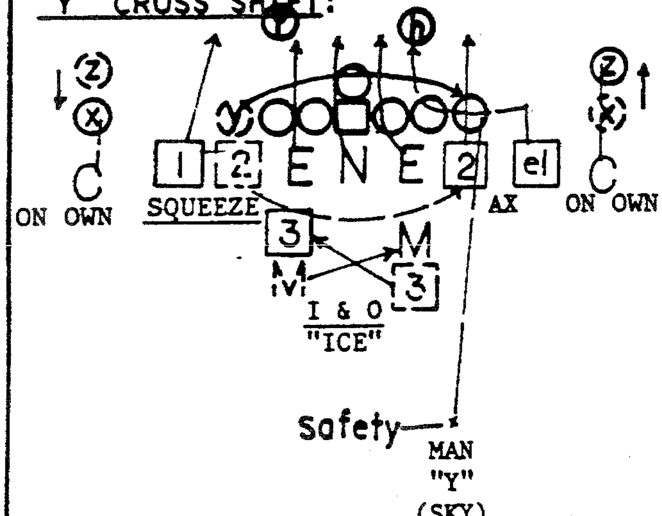
"Y" CROSS MOTION:



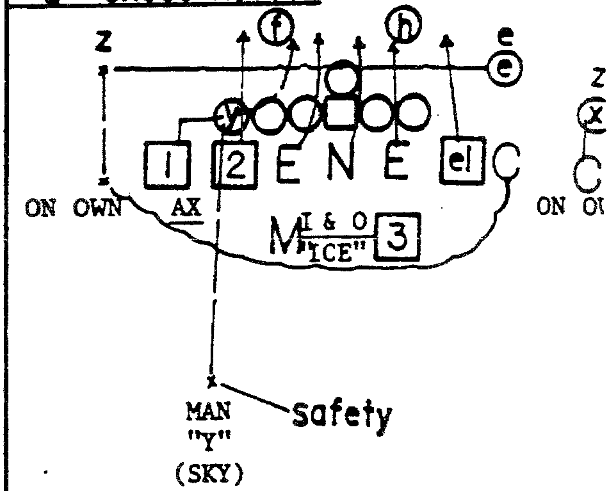
DOUBLE WING OPEN:



"Y" CROSS SHIFT:



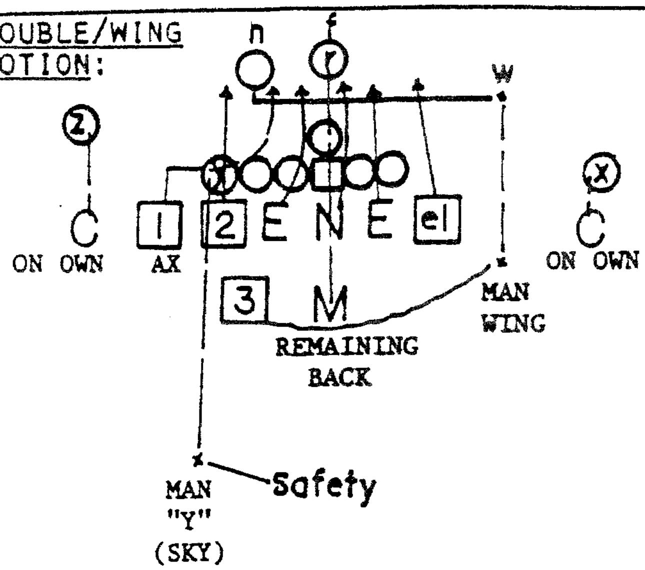
"E" CROSS MOTION:



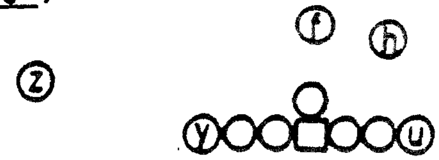
****FLIP BLITZ

(EL) APACHE/SIOUX/HOOPA AX COVER "Y" ADJUSTMENTS

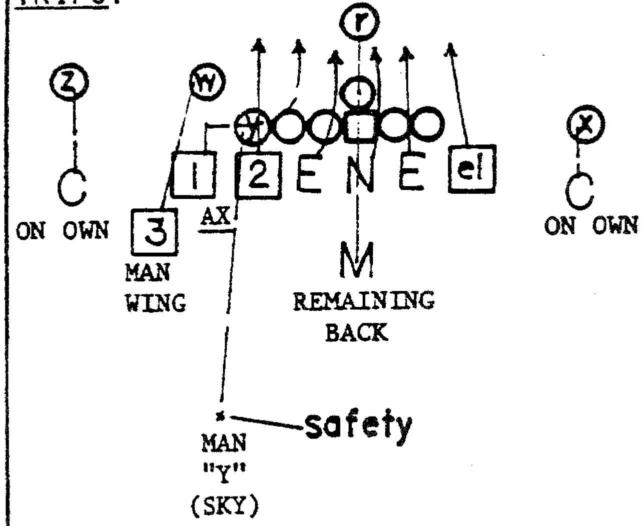
DOUBLE/WING MOTION:



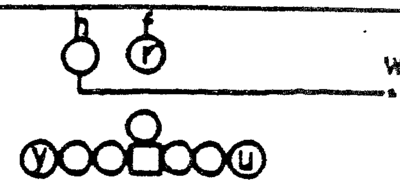
"U":



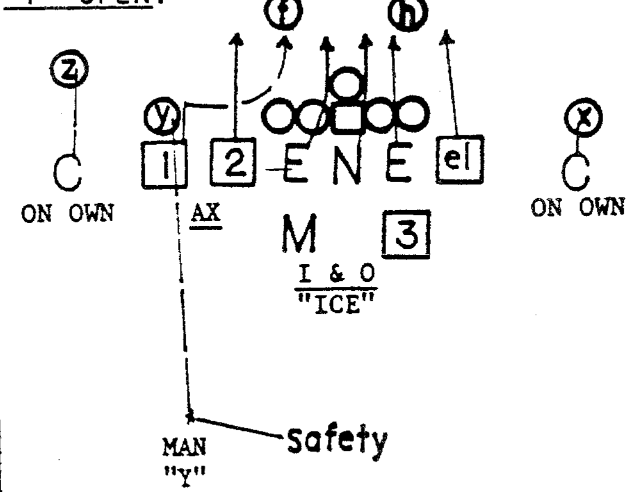
TRIPS:



"U":



"Y" OPEN:





SIOUX PLUGGER COVER FRED

1- LINE, FLEX "B" GAP BLITZ; NOSE RUSH SOLID

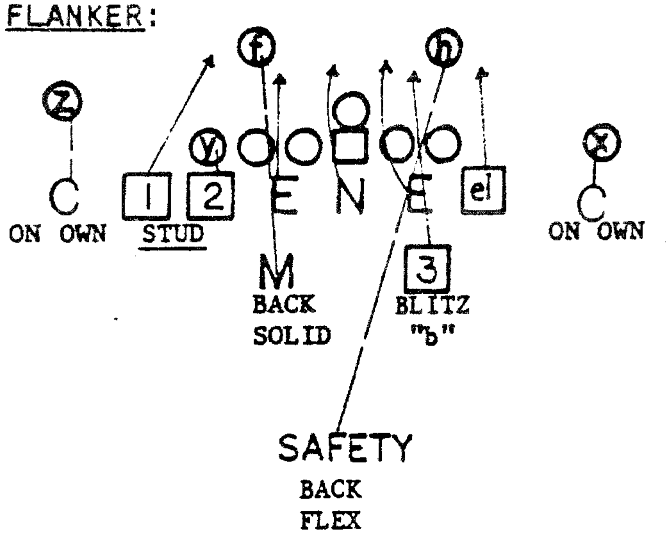
2- PLUGGER BLITZ THE FLEX "B" GAP; AUTO "HIT" VERSUS WING ON L.O.S. (TX/"U"); AUTO "POP" VERSUS "Y" CROSS MOTION

3- STRONG SAFETY AND BUCK: "STUD/SOLID"; "Y" CROSS, BUCK ADJUST

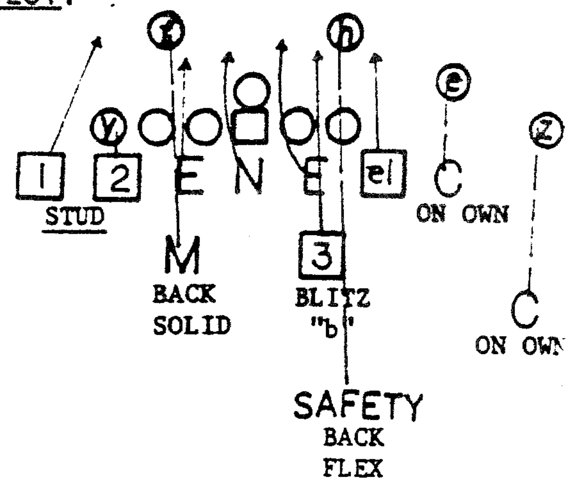
4- MIKE HAS BACK/SOLID AND ALL REMAINING/BACKS

5- FREE SAFETY HAS BACK/FLEX AND ALL WINGS

FLANKER:



SLOT:



#1: STUD; WHEN IN SPACE, SQUEEZE.

#2: MAN "Y"; "Y" CROSS/MOTION SKY/MAN.

MIKE: MAN BACK/SOLID AND ALL REMAINING/BACKS; FLIP VERSUS "Y" CROSS/SHIFT.

#3: BLITZ THE "B" GAP/FLEX; CLOSE/WING FLEX ON L.O.S., HIT; FLIP VERSUS "Y" CROSS/SHIFT.

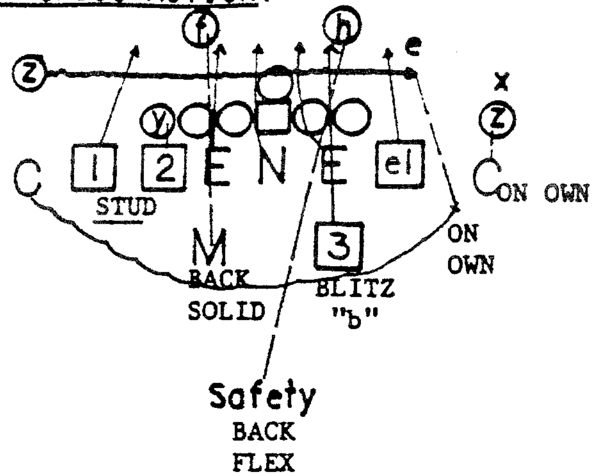
ELEPHANT: FLAME; DOG VERSUS "Y" CROSS/SHIFT.

SAFETY: MAN BACK/FLEX AND ALL WINGS.

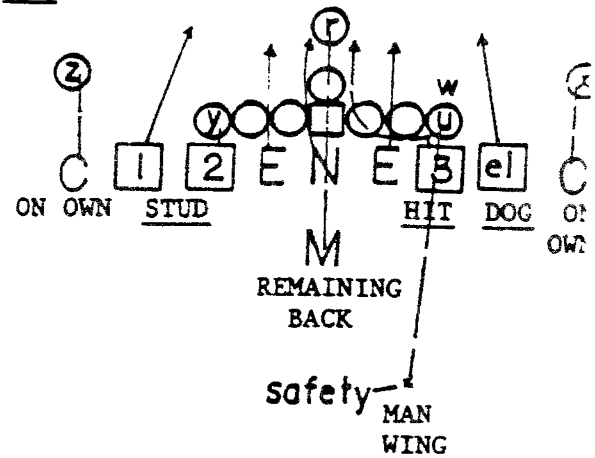
CORNERS: MAN ON OWN.

LINE: PLUGGER "B" GAP BLITZ/FLEX; NOSE RUSH SOLID; FLIP BLITZ VERSUS "Y" CROSS/SHIFT.

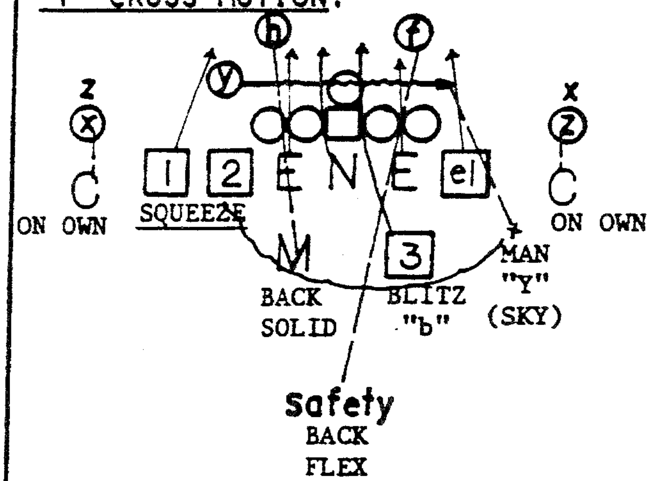
"Z" CROSS MOTION:



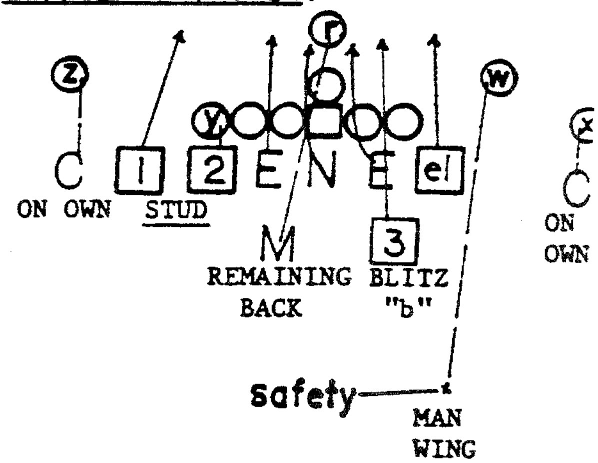
ACE:



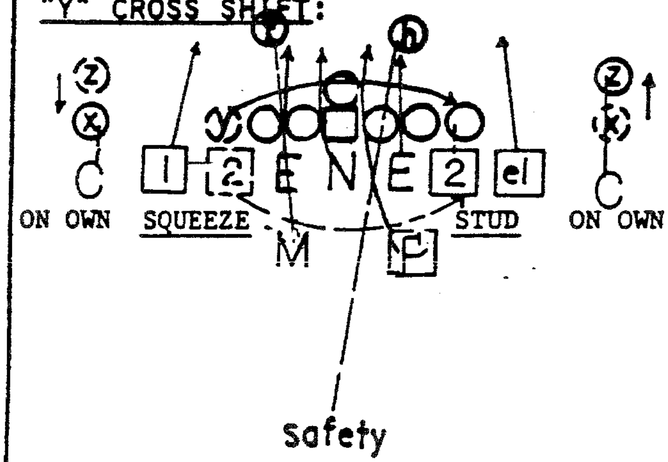
"Y" CROSS MOTION:



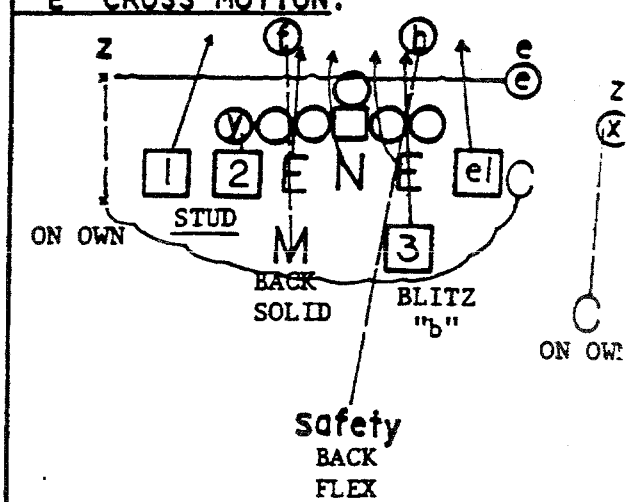
DOUBLE WING OPEN:



"Y" CROSS SHIFT:



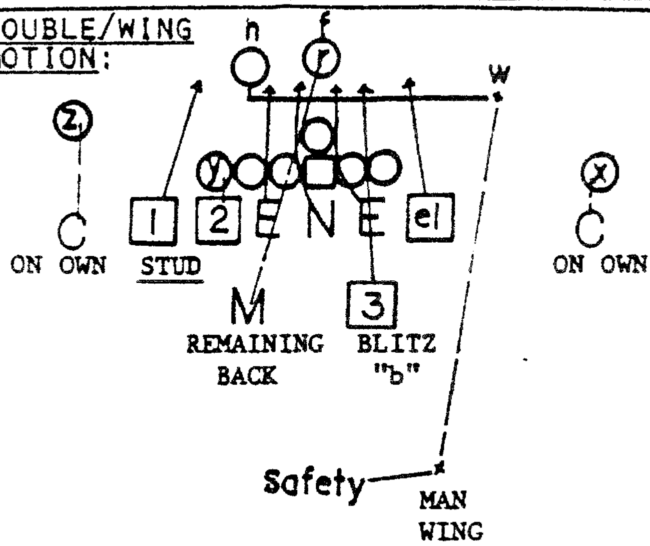
"E" CROSS MOTION:



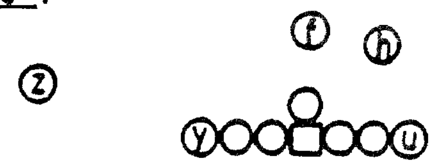
****AUTO "POP"

(EL) APACHE/SIOUX/HOOPA PLUGGER COVER FRED ADJUSTMENTS

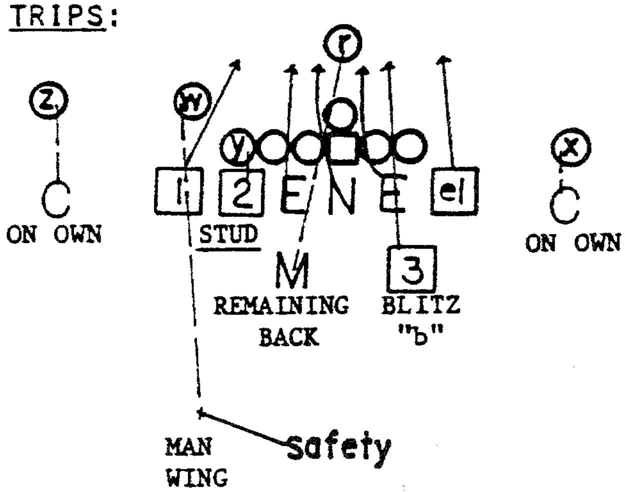
DOUBLE/WING MOTION:



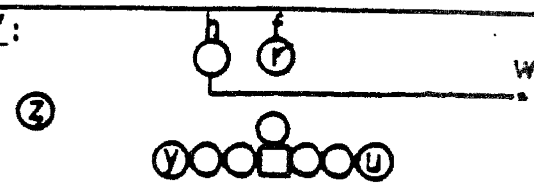
"U":



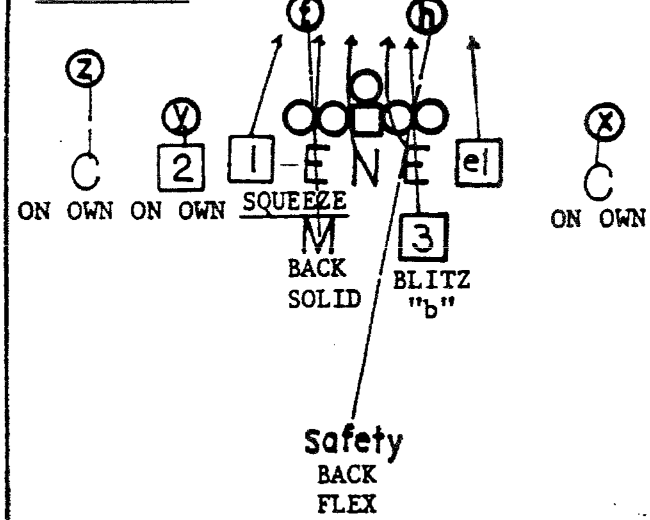
TRIPS:



"U":



"Y" OPEN:





HUSKY COVER 2

1- ENDS "JET/SPY" FAR/BACK; NOSE RUSH FLEX

2- MIKE AND PLUGGER "CROSS/HUSKY"

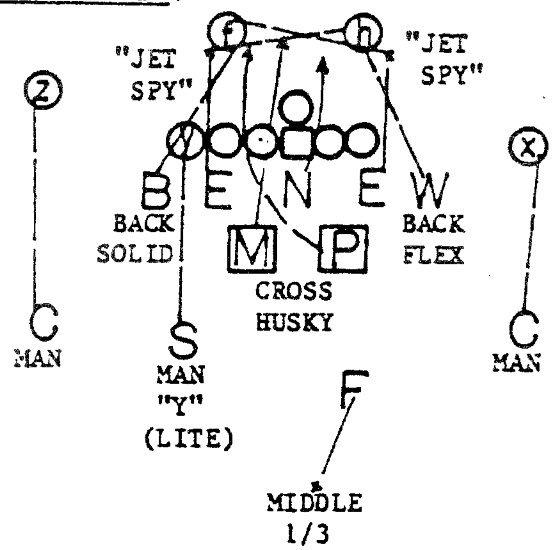
3- BUCK, MAN THE BACK/SOLID AND WHIP MAN THE BACK/FLEX

4- STRONG SAFETY LIGHTNING/MAN THE "Y"

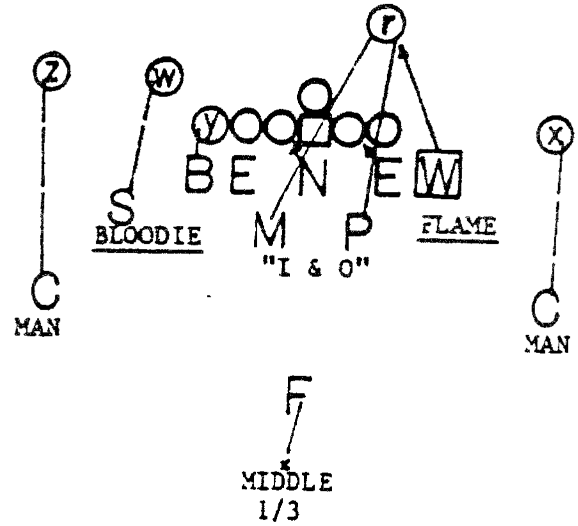
5- ALIGNED OR MOTIONED TO "ONE/BACK" AUTO "SWITCH/FRANK"
(STRONG SAFETY ALERT BITCH SITUATION)

6- "Y" OPEN OR CROSS, PLAY THE DEFENSE

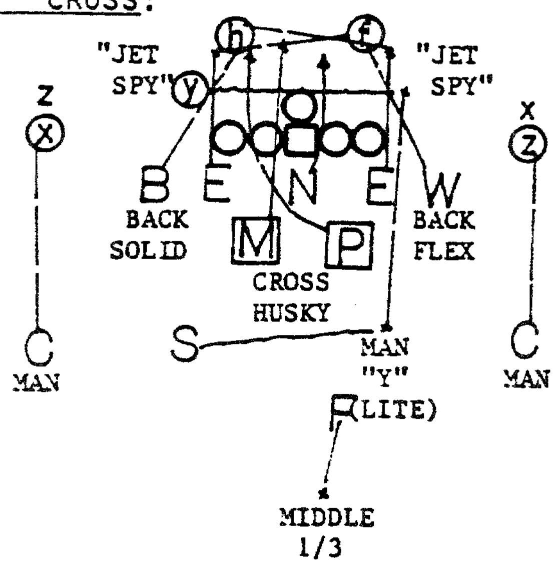
RED/FLANKER:



ALIGNED/TRIPS:

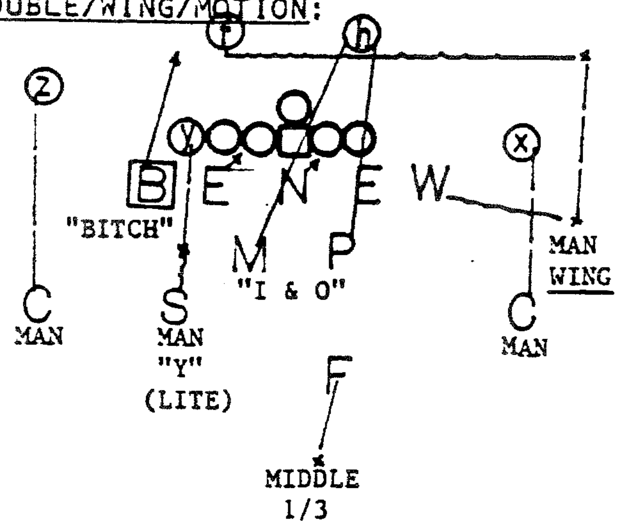


"Y" CROSS:





DOUBLE/WING/MOTION:





****AUTO "SWITCH/FRANK"

COVER 94/STAY ("MADISON")

1- DEFENSIVE TACKLES ALIGN ON GUARDS AND PLAY "2" GAP

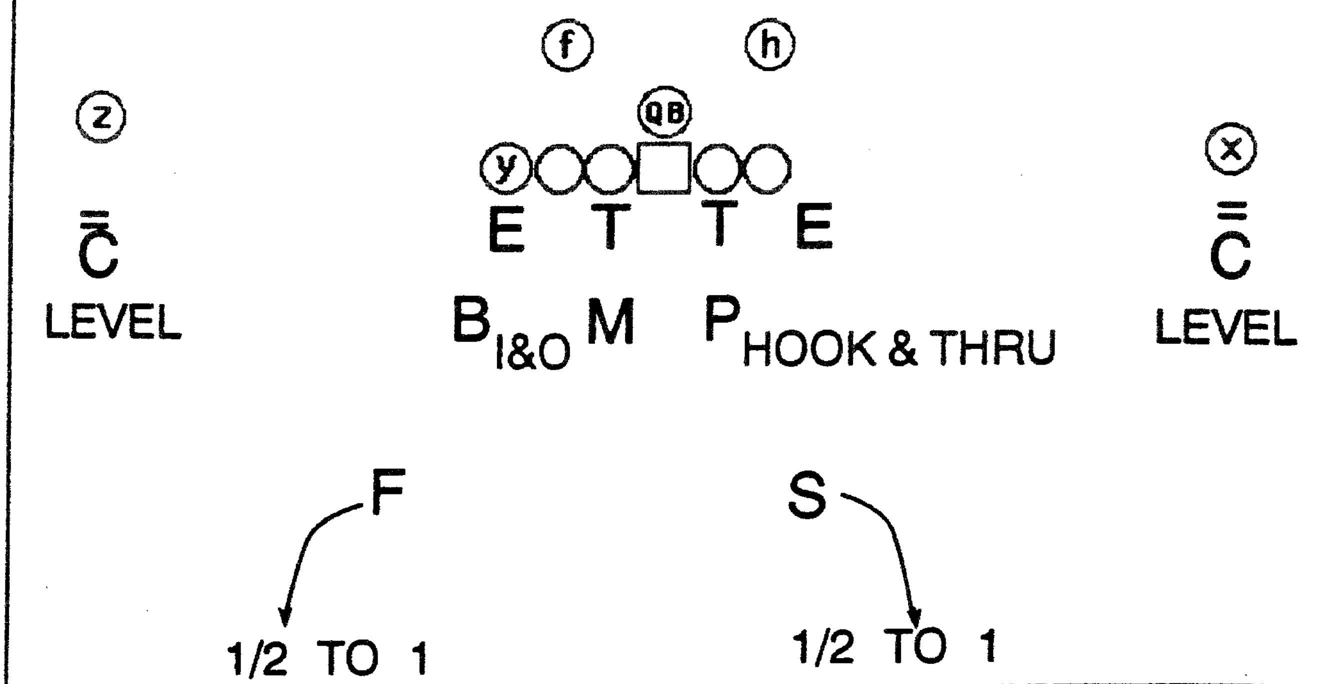
2- SOLID/DEFENSIVE END IS HEAD/UP WITH INSIDE/ARM FREE ("C" GAP CONTROL)

3- BUCK AND MIKE "I & O" READ TECHNIQUE IF BACK IS SET TO THE TIGHT/END; NO BACK/SOLID BUCK IS IN "LOCK" ON "Y" UNTILL CALLED OFF

4- PLUGGER IS HOOK & THRU ON THE BACK/SET/FLEX

5- BUCK IS THE ADJUSTER ON TRIPS MOTION SOLID; ALSO ON ALIGNED TRIPS SOLID "BOSS" AND PLAY "APPLE"; BUCK VERSUS SLOT, ALIGN TO SLOT AND PLAY "OVER

"PRO 94/ STAY "MADISON"



BUCK: VERSUS FLANKER SET ALIGN SOLID AND PLAY I&O. READ WITH MIKE, IF BACK SET TO T.E. NO BACK SOLID LOCK ON "Y" UNTIL CALLED OFF. YOU ARE THE ADJUSTER ON TRIPS MOTION SOLID AND ALIGNED TRIPS BOSS VERSUS SLOT,ALIGN TO SLOT AND PLAY "OVER"

MIKE: I&O WITH BUCK VERSUS FLANKER SET WITH BACK SET SOLID. ADJUST YOUR COVERAGE TO THE POSITION OF BUCK AND MIKE

PLUGGER: HOOK AND THRU ON BACK SET FLEX ADJUST YOUR ALIGNMENT TO THE POSITION OF THE BUCK (AWAY) "Y" CROSS MOTION OR SHIFT ADJUST AND PLAY "OVER"

LEFT CORNER: ALIGN LEFT- PLAY 9 VERSUS FLANKER AND 2 BACK SETS (LEVEL) ALERT CLOUD OR OVER TO ONE BACK SETS OR MOTION SOLID OR FLEX

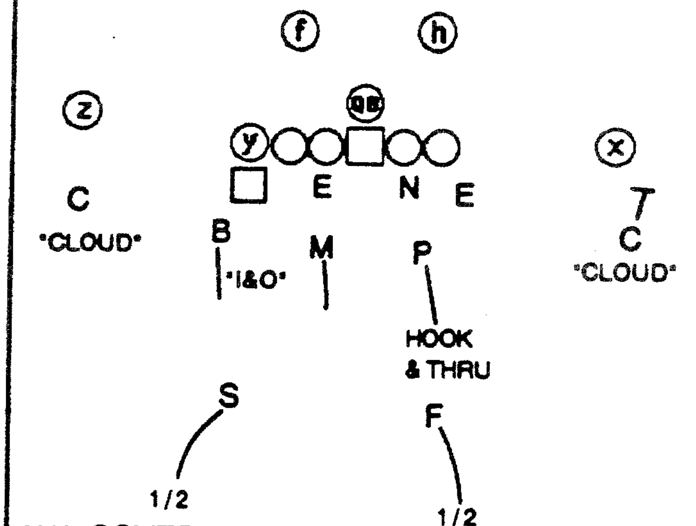
STRONG SAFETY: ALIGN SOLID-PLAY 9 VERSUS TO FLANKER AND BACK SET. ALERT, CLOUD AND OVER TO ONE BACK SET AND PLAY CLOUD WHEN ALIGNED AWAY FROM SLOT

FREE SAFETY: ALIGN FLEX- PLAY COVER 9 TO FLANKER AND 2 BACK SETS. ALERT, CLOUD AND OVER TO ONE BACK SETS AND PLAY OVER TO SLOT SETS. ON "E" CROSS MOTION BACK TO FLANKER PLAY CLOUD (PLAY 9)

RIGHT: ALIGN RIGHT- PLAY 9 VERSUS FLANKER AND 2 BACK SETS (LEVEL). ALERT, CLOUD AND OVER TO ONE BACK SETS. AND PLAY OVER WHEN ALIGNED TO SLOT SET. ON "E" CROSS MOTION BACK TO FLANKER SET PLAY CLOUD. (PLAY)

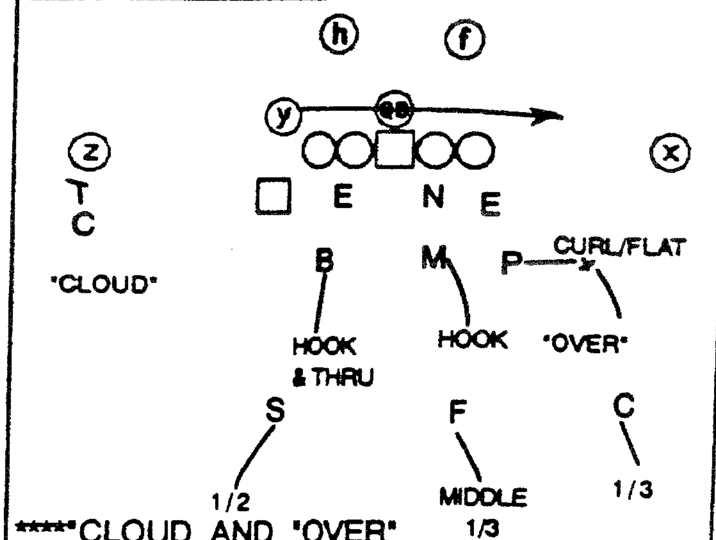
PRO COVER 94/STAY

FLANKER



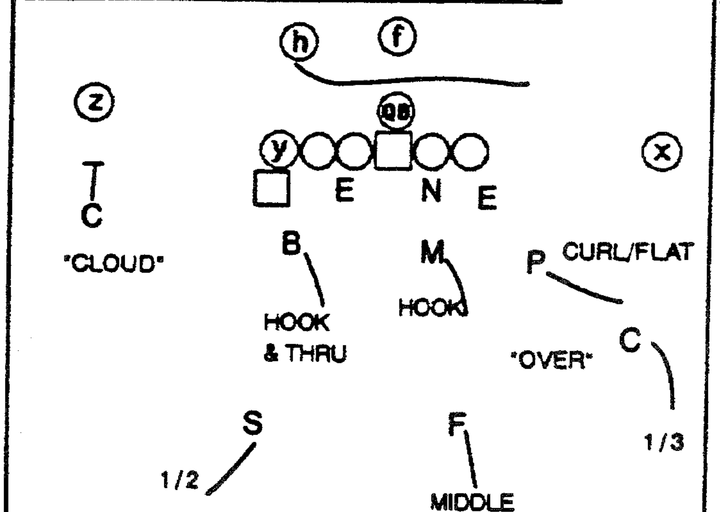
**** COVER 9

"Y" CROSS MOTION:



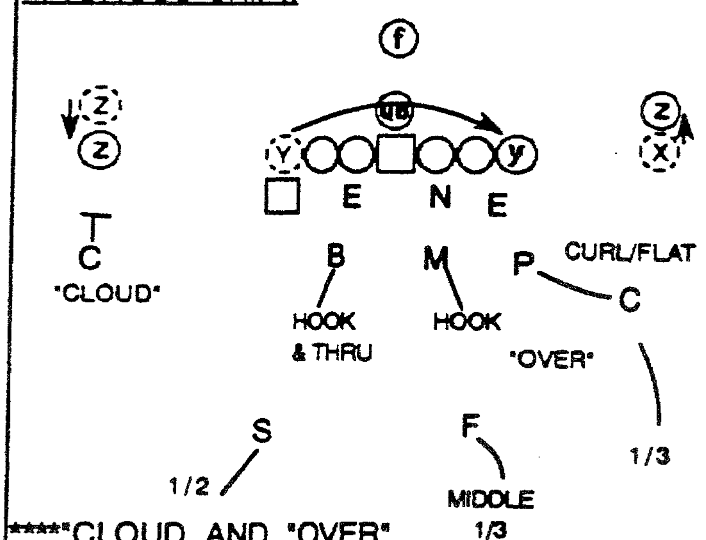
*****"CLOUD AND "OVER"

FLANKER MOTION TO DOUBLE WING



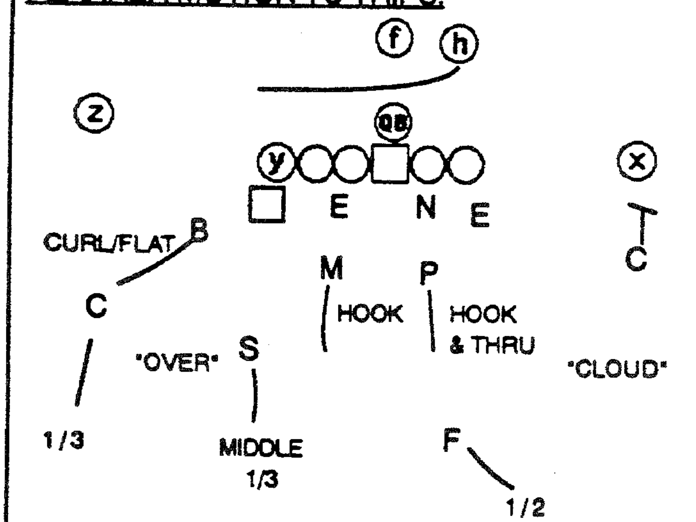
*****"CLOUD AND "OVER"

"Y"/CROSS SHIFT:



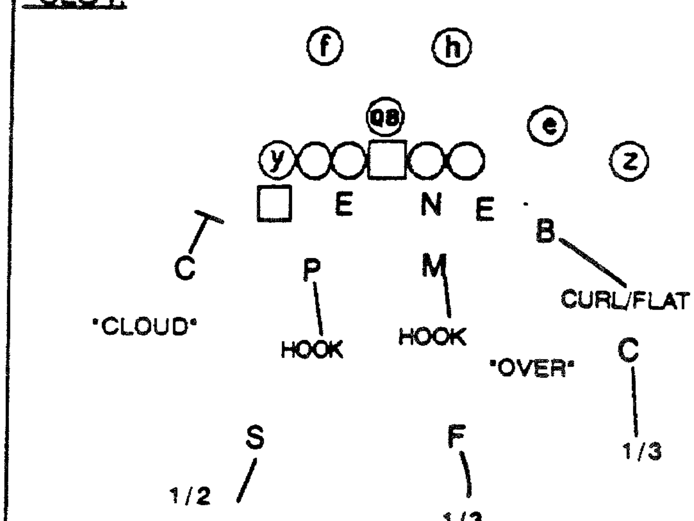
*****"CLOUD AND "OVER"

FLANKER MOTION TO TRIPS:



*****"APPLE" CLOUD AND "OVER"

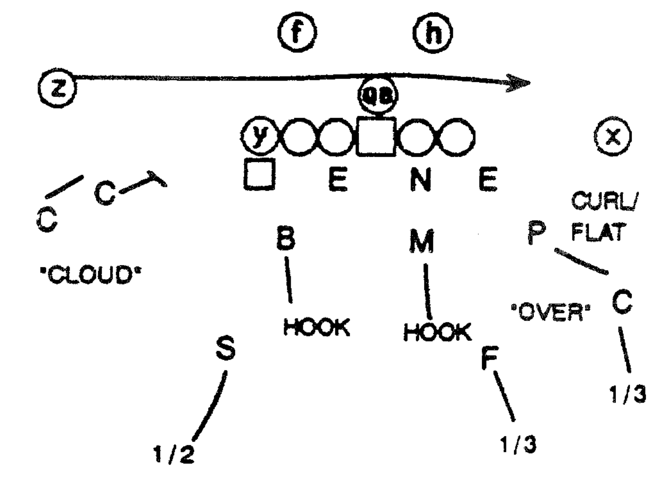
SLOT:



*****"CLOUD AND "OVER"

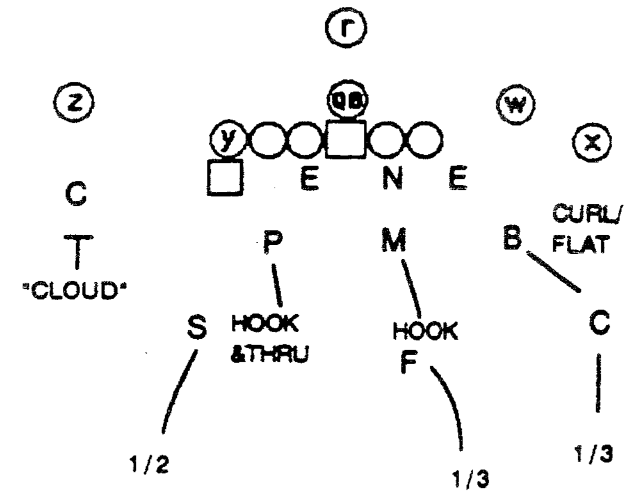
PRO COVER 94/STAY

FLANKER CROSS MOTION:

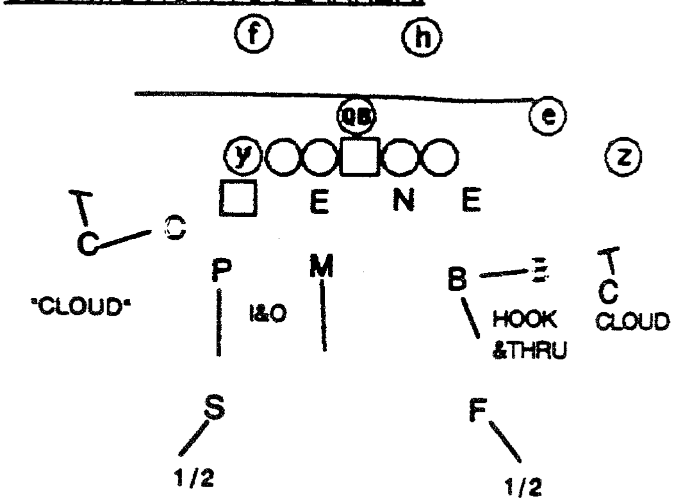


****"CLOUD" AND "OVER"

DOUBLE WING OPEN:

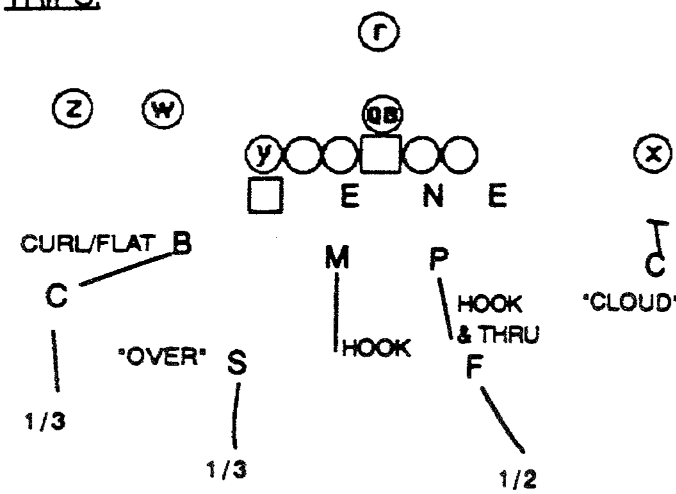


SLOT MOTION TO FLANKER:

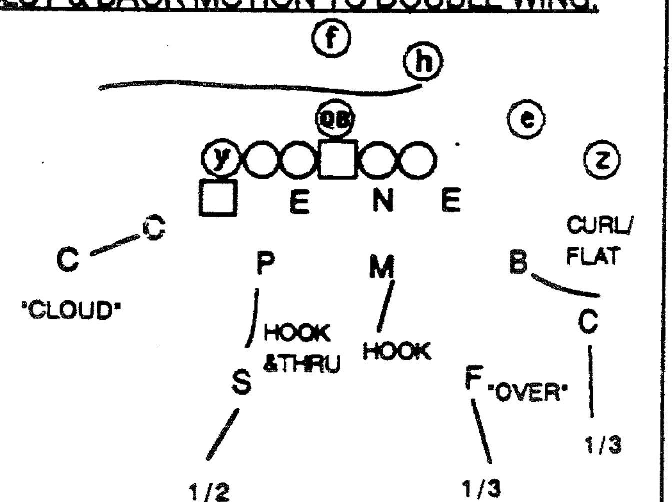


**** TO COVER 9

TRIPS:

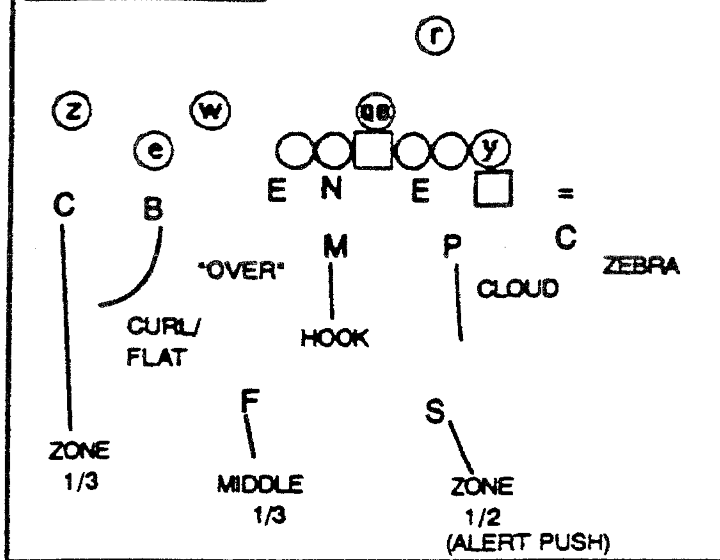


SLOT & BACK MOTION TO DOUBLE WING:

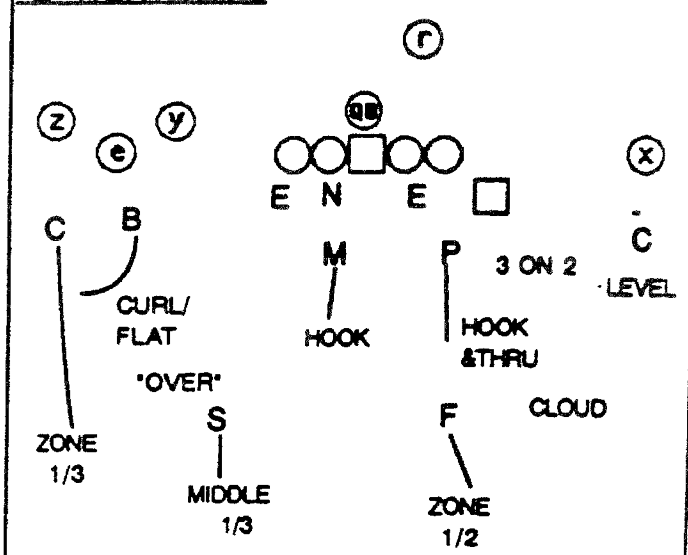


PRO COVER 94/STAY

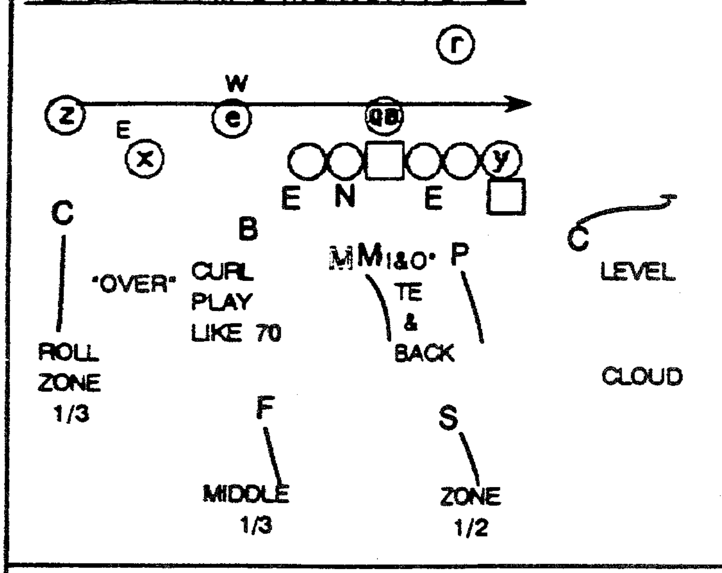
"Q" SLOT TRIPS



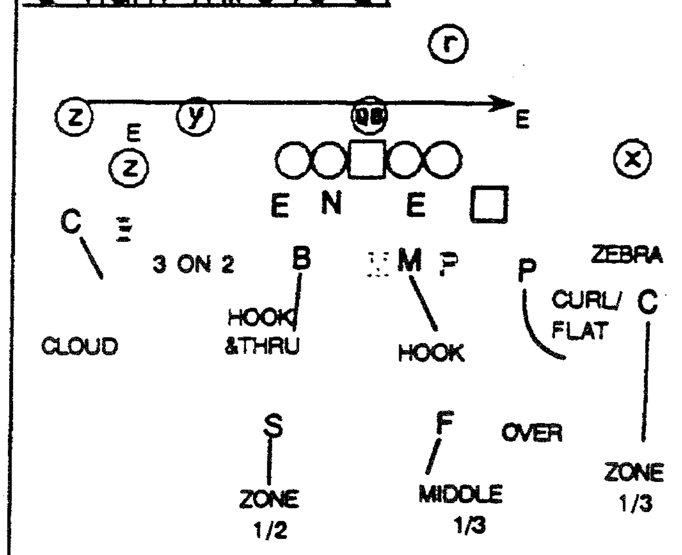
"Q" TIGHT TRIPS



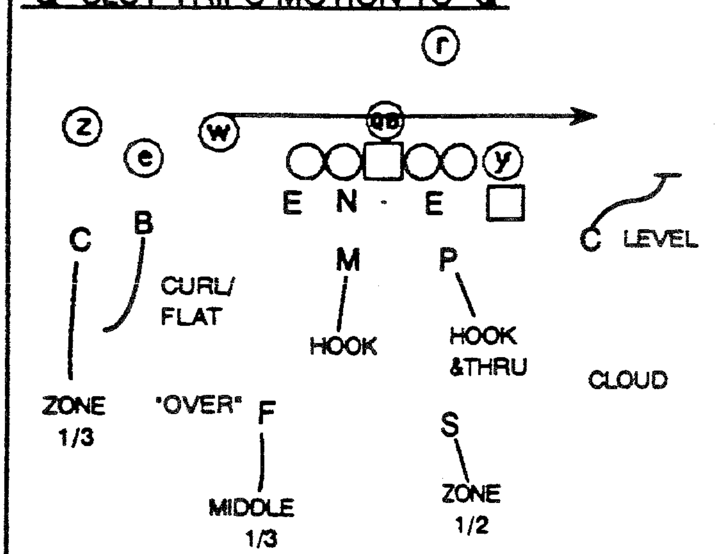
"Q" SLOT TRIPS MOTION TO "Q":



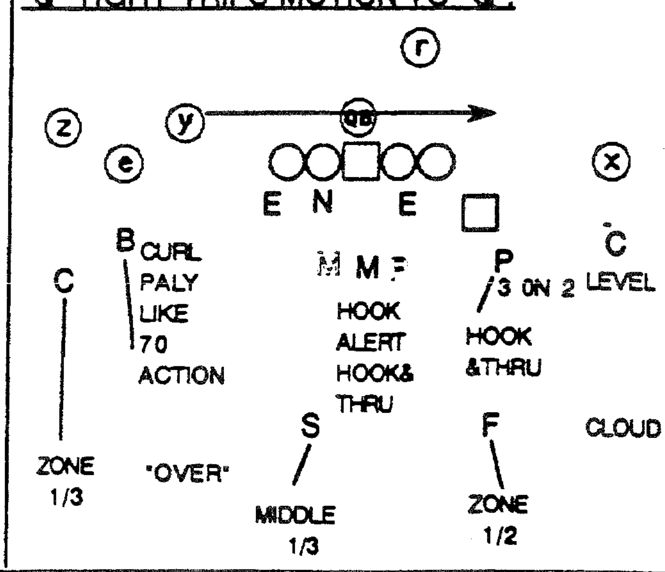
"Q" TIGHT TRIPS TO "Q":



"Q" SLOT TRIPS MOTION TO "Q"



"Q" TIGHT TRIPS MOTION TO "Q":

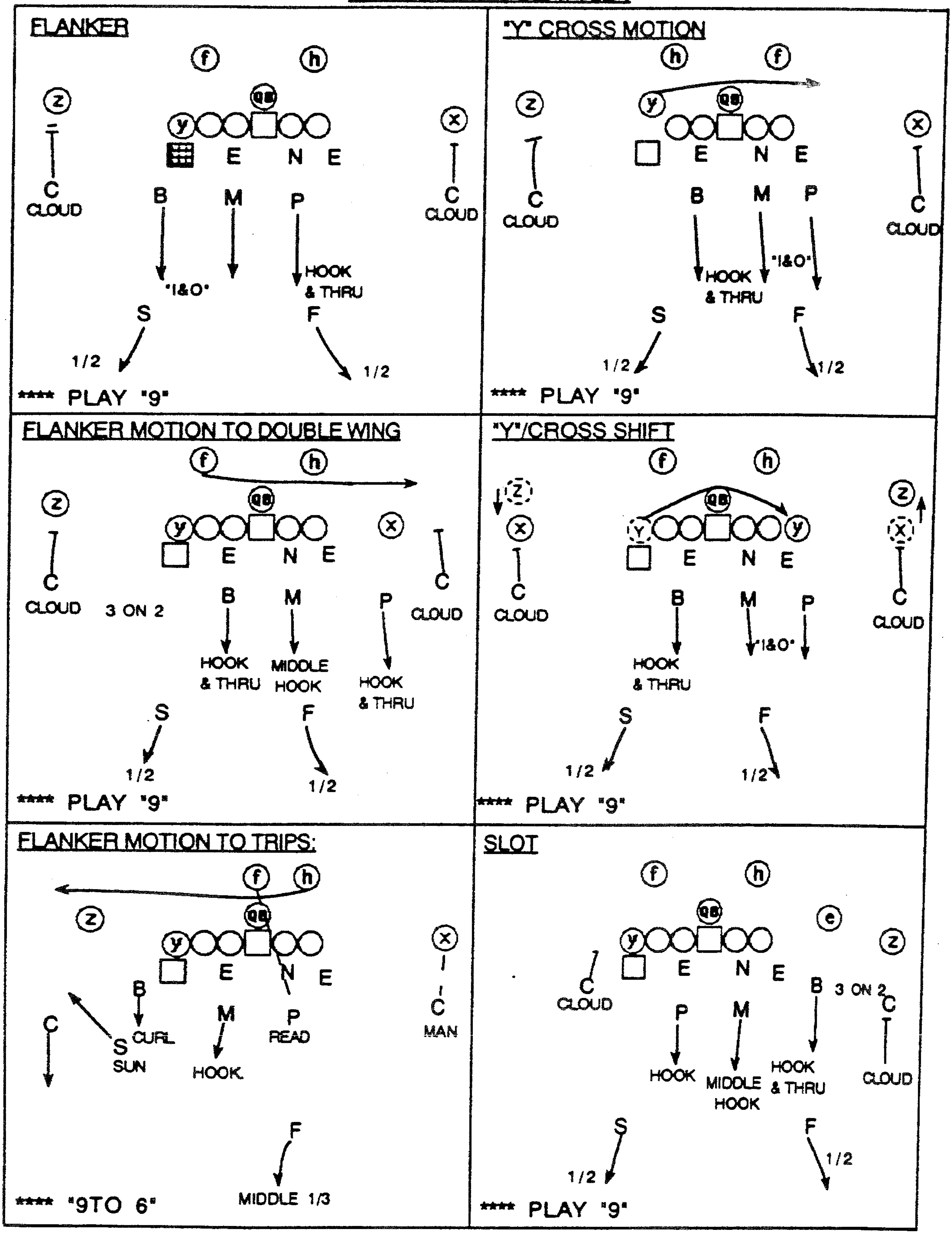


PRO 96/STAY ("SEATTLE")

1- LINE ALIGN IN "PRO"

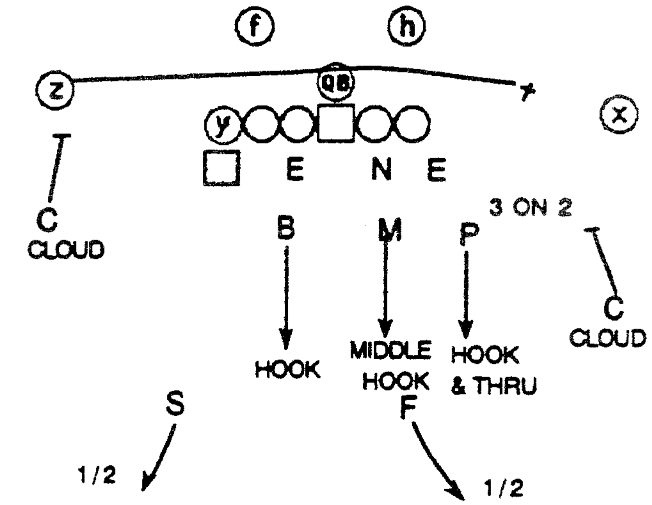
2- LINEBACKERS AND DEFENSIVE BACKS PLAY COVER 9 VERSUS TWO (2) BACK SETS AND ANY BALANCED "2 + 2" RECEIVER FORMATIONS; PLAY COVER 6 VERSUS ALL TRIPS FORMATIONS

PRO 96/STAY ("SEATTLE")



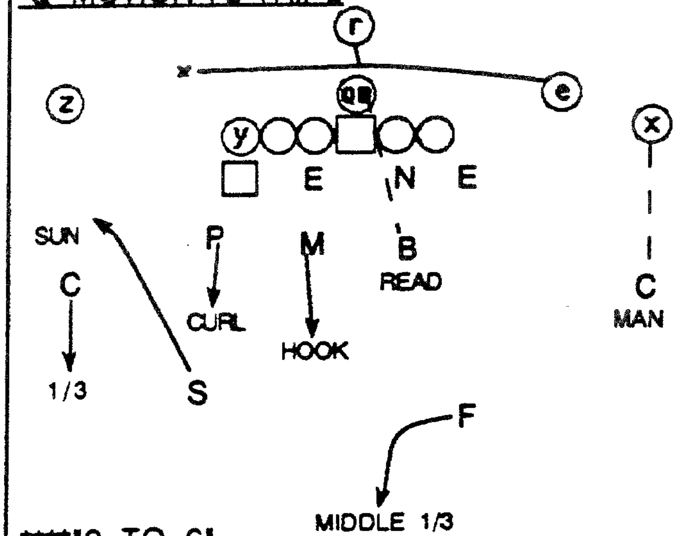
PRO 96/STAY ("SEATTLE")

"Z CROSS MOTION



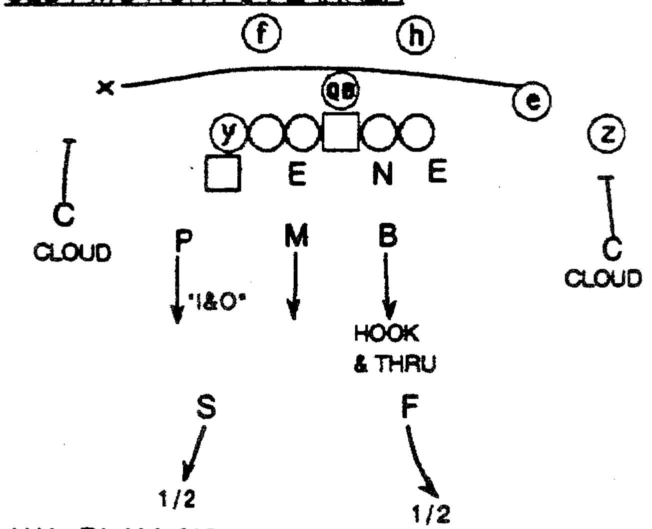
**** PLAY "9"

"Q" MOTION TO TRIPS



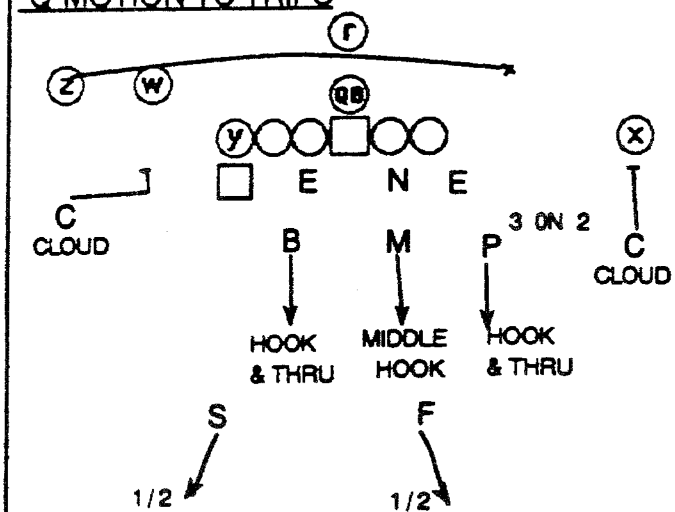
****"9 TO 6"

SLOT MOTION TO FLANKER



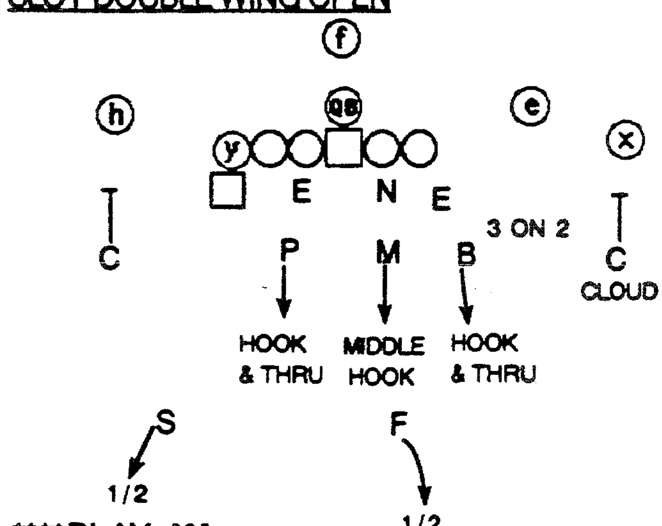
**** PLAY "9"

"Q"MOTION TO TRIPS



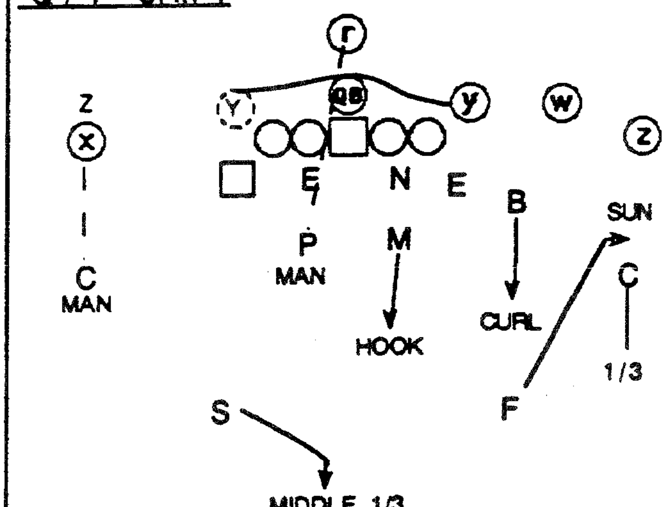
**** "6 TO 9"

SLOT DOUBLE WING OPEN



****PLAY "9"

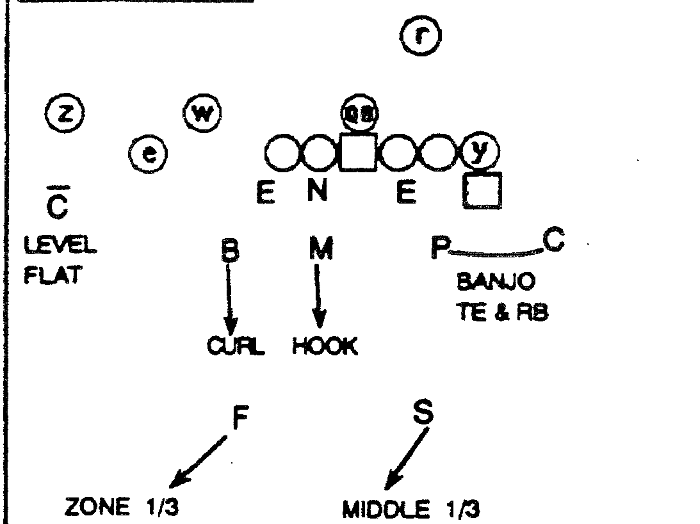
"Q"/"Y" SHIFT



**** "9 TO 6"

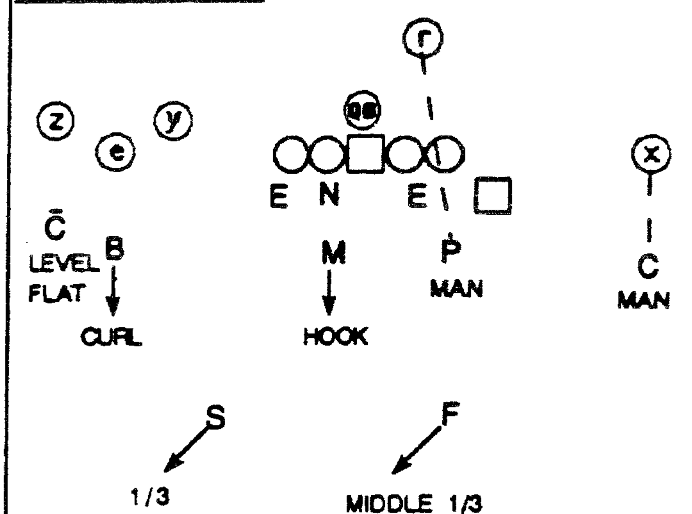
PRO 96/STAY ("SEATTLE")

"Q" SLOT TRIPS



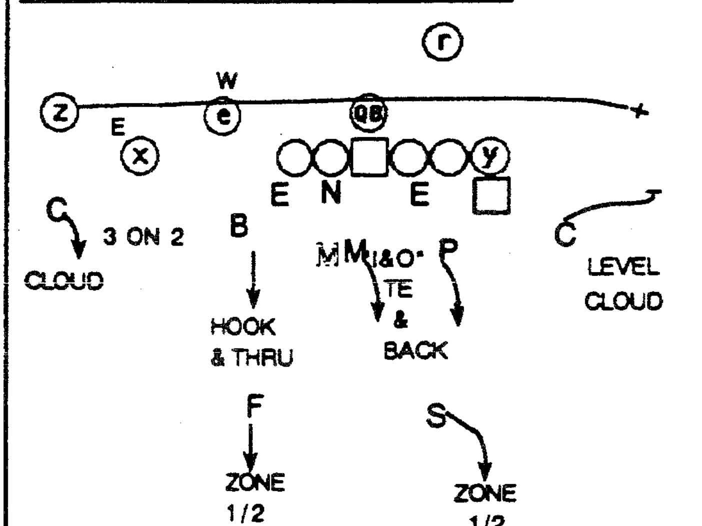
**** AUTO "6"

"Q" TIGHT TRIPS



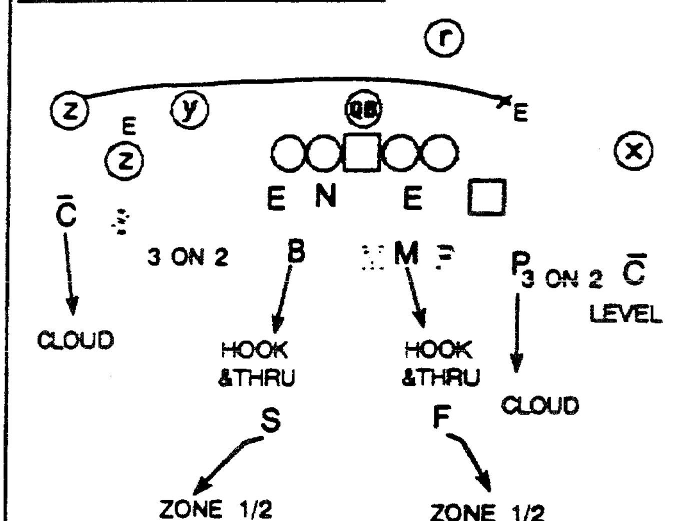
**** AUTO "6"

"Q" SLOT TRIPS MOTION TO "Q":



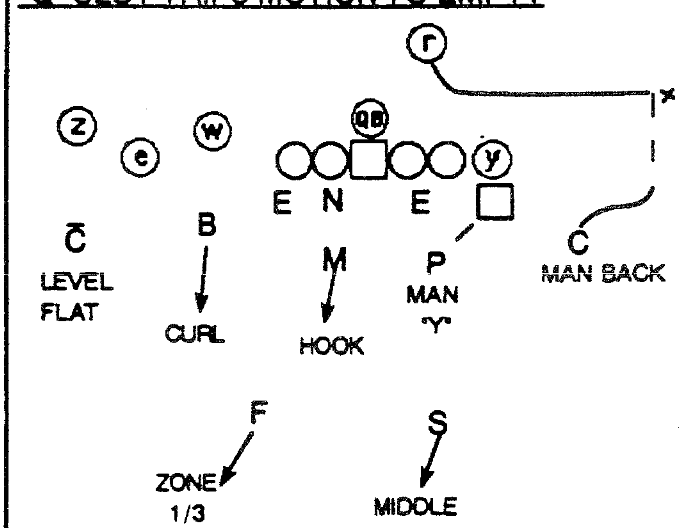
**** "6 TO 9"

"Q" TIGHT TRIPS TO "Q":



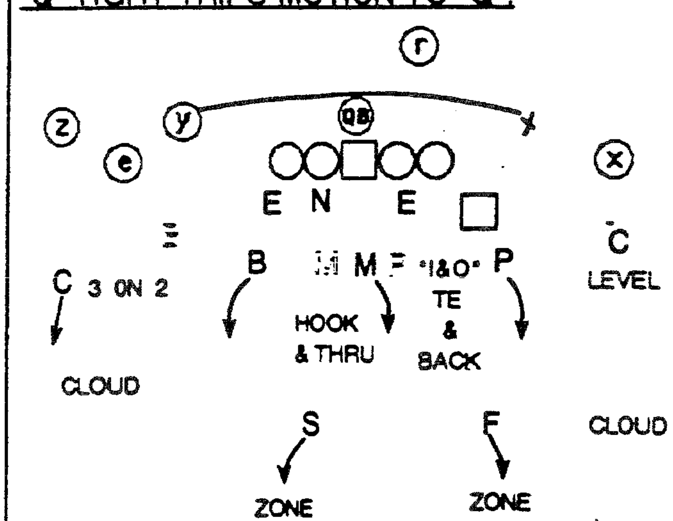
**** "6 TO 9"

"Q" SLOT TRIPS MOTION TO EMPTY



**** AUTO "6"

"Q" TIGHT TRIPS MOTION TO "Q":



**** "6 TO 9"

PRO 99/STAY ("PORTLAND")

1- DEFENSIVE TACKLES ALIGN ON GUARDS AND PLAY "2" GAP

2- SOLID/DEFENSIVE END IS HEAD/UP WITH INSIDE/ARM FREE ("C" GAP CONTROL)

3- BUCK/MIKE "I & O" READ TECHNIQUE IF BACK IS SET TO THE TIGHT/ END; NO BACK/SOLID BUCK IS IN "LOCK" ON "Y" UNTILL CALLED OFF

4- PLUGGER IS HOOK & THRU ON THE BACK/SET FLEX

5- BUCK IS ADJUSTER ON ANY FLANKER ALIGNED ONE BACK SET AND PLAY "9"; BUCK VERSUS SLOT AND SLOT ONE BACK SETS ALIGN TO SLOT AND PLAY "9"

6- BUCK IS ADJUSTER ON TRIPS MOTION SOLID ON FLANKER SETS; PLUGGER IS ADJUSTER ON MOTION FLEX OR FLANKER SETS

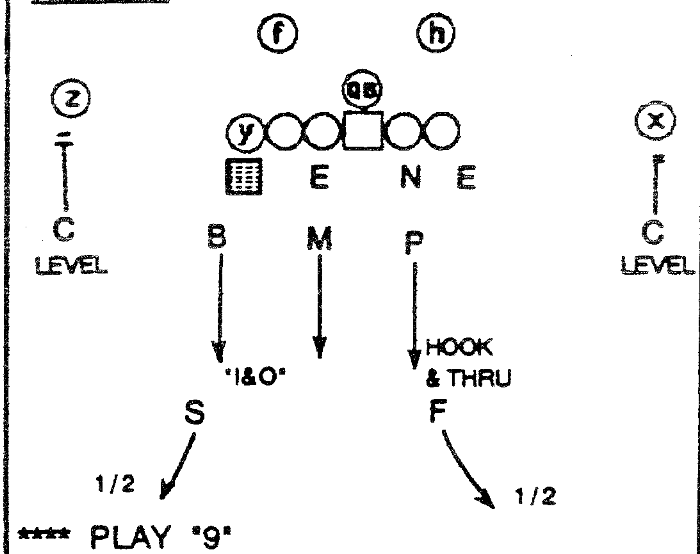
7- MIKE ADJUST YOUR COVERAGE TO POSITION OF BUCK AND PLUGGER'S COVERAGE

8- "Y" CROSS SHIFT/"Y" CROSS MOTION; PLUGGER AND MIKE "I & O" READ TECHNIQUE TO NEW SOLID SIDE

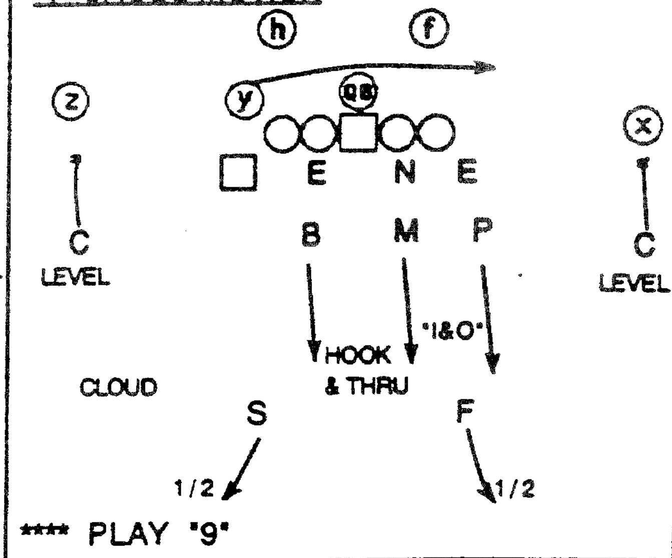
9- SECONDARY ALIGN LEFT/RIGHT AND PLAY COVER "9" VERSUS ALL SETS AND MOTION; CORNERS LEVEL/ZONE FLAT; SAFETIES ZONE 1/2

PRO 99

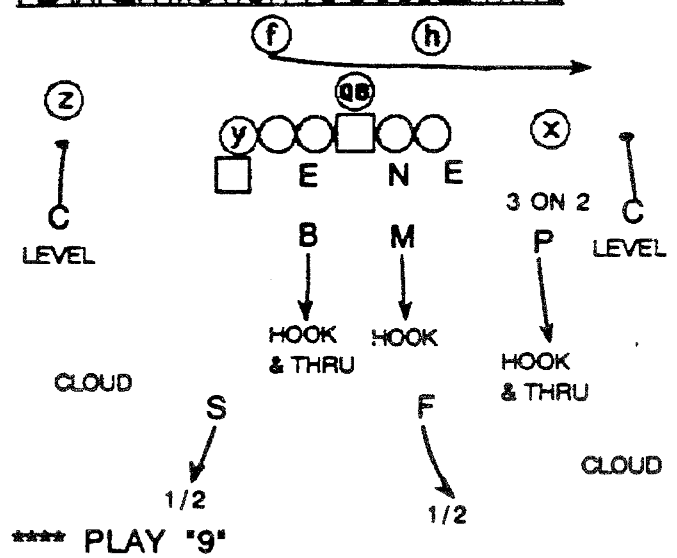
FLANKER



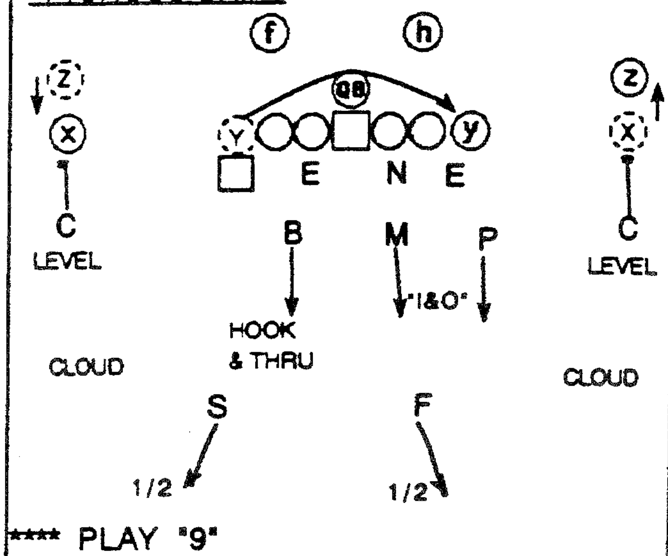
"Y" CROSS MOTION



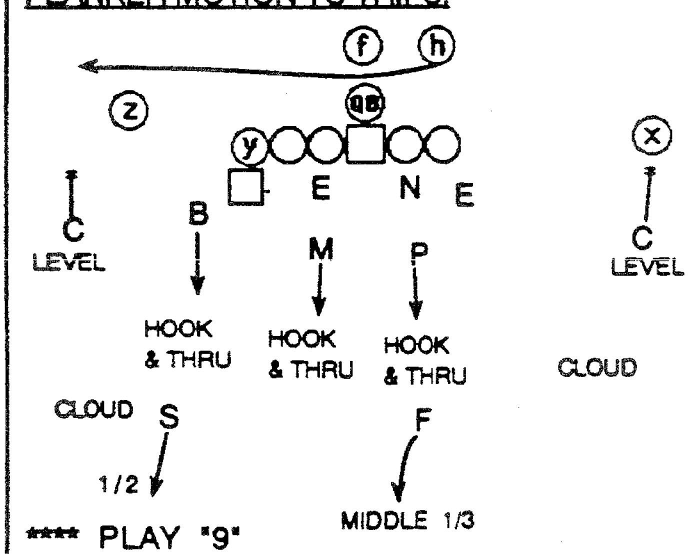
FLANKER MOTION TO DOUBLE WING



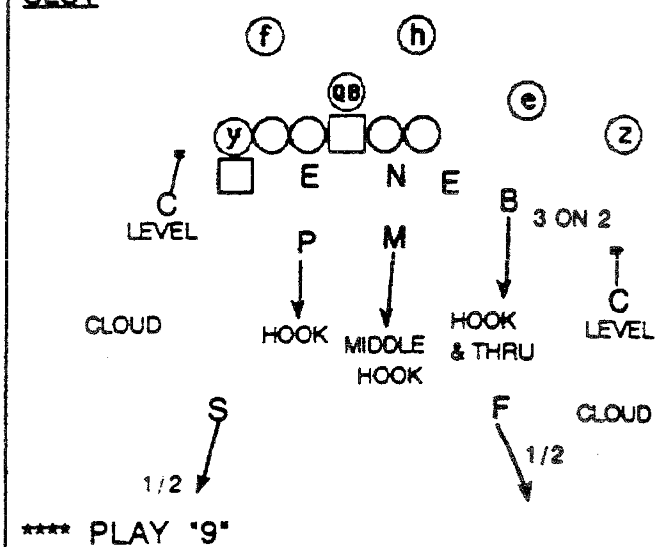
"Y"/CROSS SHIFT



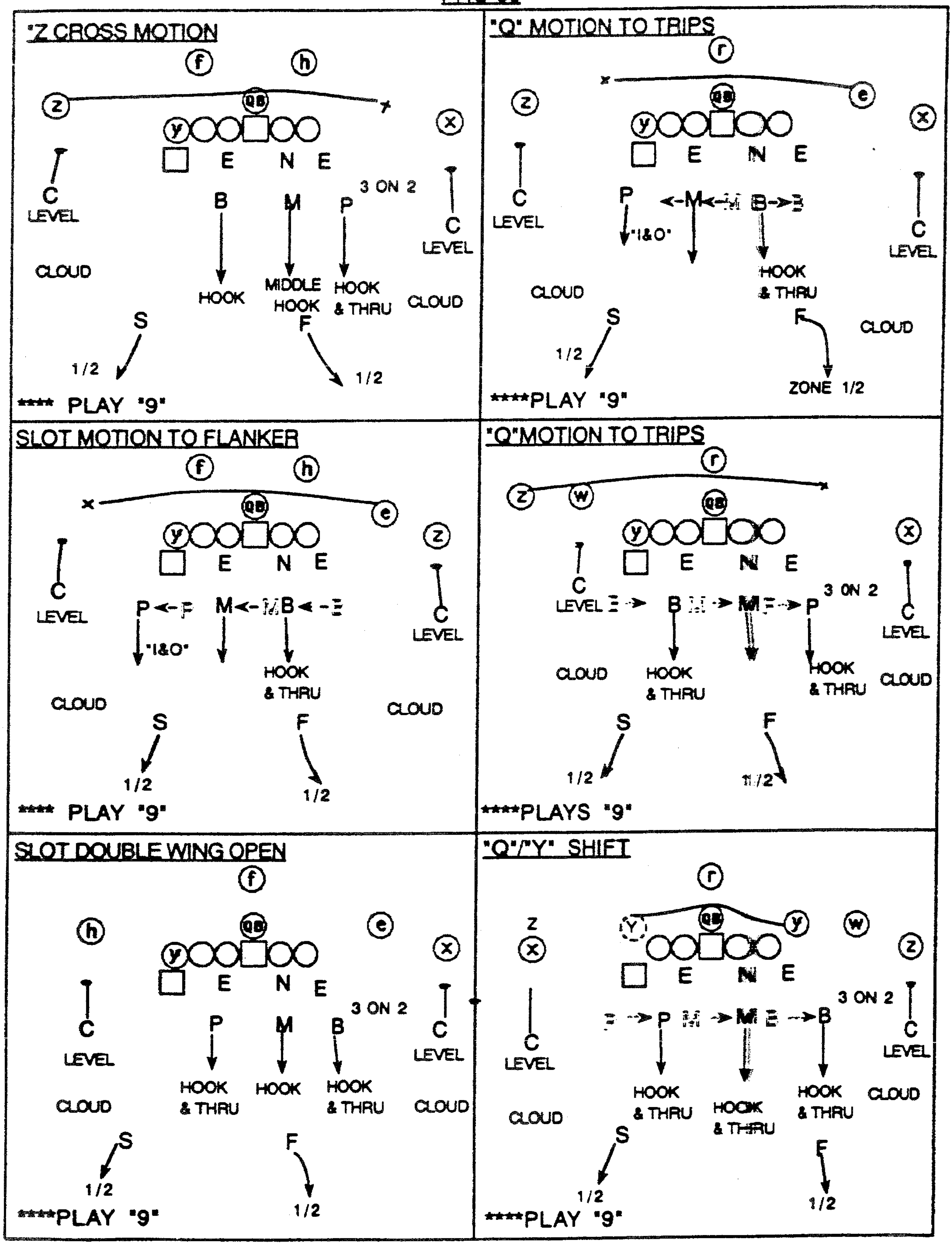
FLANKER MOTION TO TRIPS:



SLOT



PRO 99



"Z CROSS MOTION
f
h
z
QB
y
x
E N E
C
LEVEL
3 ON 2
B
M
P
C
LEVEL
CLOUD
HOOK
MIDDLE HOOK
HOOK & THRU
CLOUD
S
F
1/2
1/2
**** PLAY "9"
"Q" MOTION TO TRIPS
r
z
QB
e
y
x
E N E
C
LEVEL
P
M
B
"I&O"
C
LEVEL
HOOK & THRU
CLOUD
S
F
CLOUD
1/2
ZONE 1/2
****PLAY "9"
SLOT MOTION TO FLANKER
f
h
QB
e
y
z
E N E
C
LEVEL
P
M
B
C
LEVEL
"I&O"
HOOK & THRU
CLOUD
CLOUD
S
F
1/2
1/2
**** PLAY "9"
"Q"MOTION TO TRIPS
r
z
w
QB
y
x
E N E
C
LEVEL
B
M
P
3 ON 2
C
LEVEL
CLOUD
HOOK & THRU
HOOK & THRU
CLOUD
S
F
1/2
1/2
****PLAYS "9"
SLOT DOUBLE WING OPEN
f
h
QB
e
y
x
E N E
3 ON 2
C
LEVEL
P
M
B
C
LEVEL
HOOK & THRU
HOOK
HOOK & THRU
CLOUD
CLOUD
S
F
1/2
1/2
****PLAY "9"
"Q"/"Y" SHIFT
r
Z
x
Y
QB
y
w
z
E N E
3 ON 2
P
M
B
C
LEVEL
C
LEVEL
HOOK & THRU
HOOK & THRU
HOOK & THRU
CLOUD
CLOUD
S
F
1/2
1/2
****PLAY "9"

PRO 7/SALLY ("LADY")

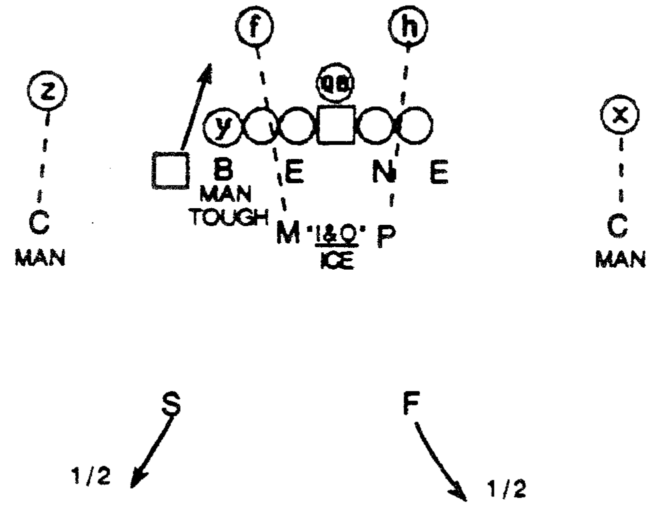
1- ALIGN IN "PRO"; BUCK TOUGH SOLID/END

2- BUCK MAN "Y" AND "Y" SHIFT OR MOTION; MIKE AND PLUGGER MAN BACKS; CORNERS MAN WIDE/RECEIVERS; SAFETIES PLAY 1/2 ZONE

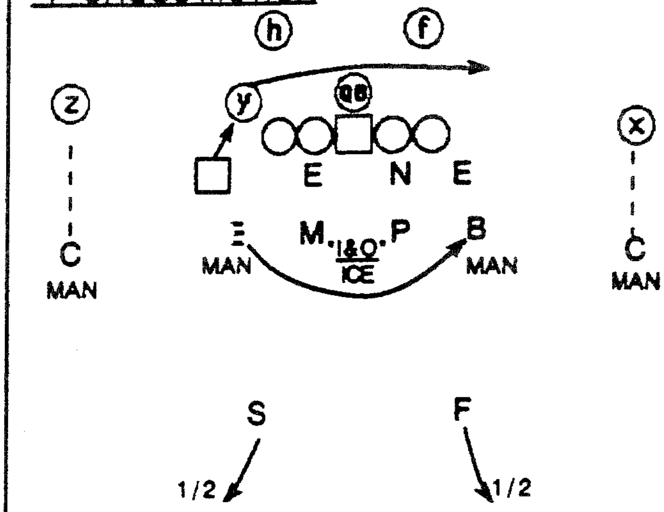
3- VERSUS BACK MOTION OR ALIGNED ONE BACK SET PLAY "SALLY" COVERAGE; SAFETIES ADJUST AND MIKE AND PLUGGER "I & O" REMAINING/BACK

PRO COVRER 7/SALLY

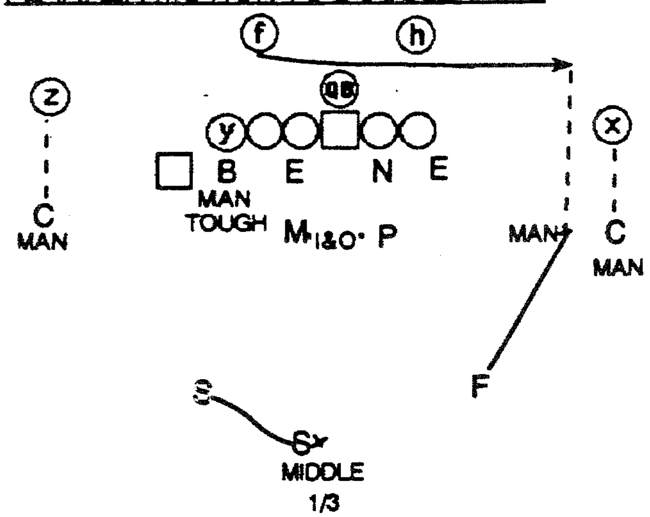
FLANKER



"Y" CROSS MOTION

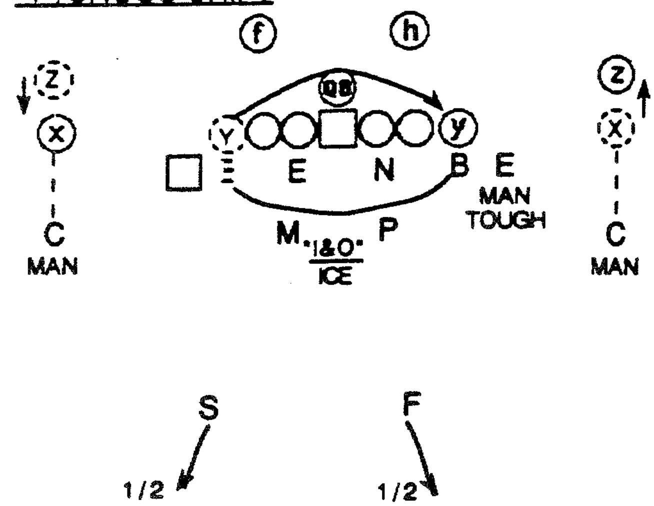


FLANKER MOTION TO DOUBLE WING

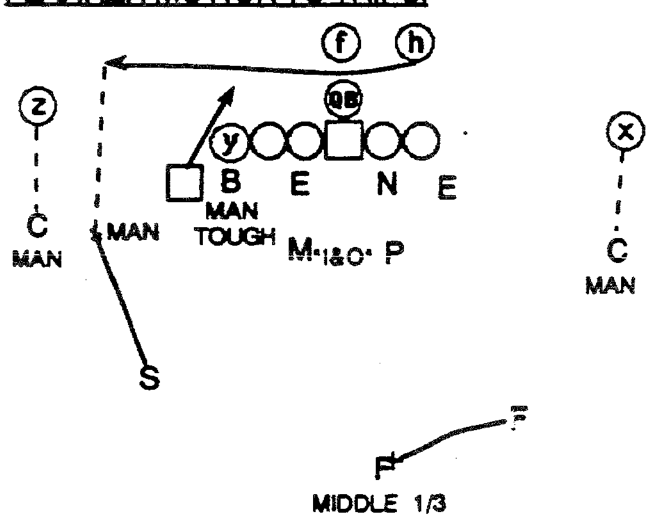


**** COVER 7 TO SALLY

"Y"/CROSS SHIFT

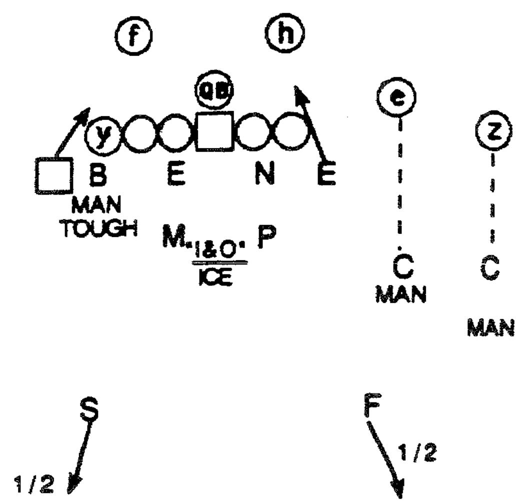


FLANKER MOTION TO TRIPS:



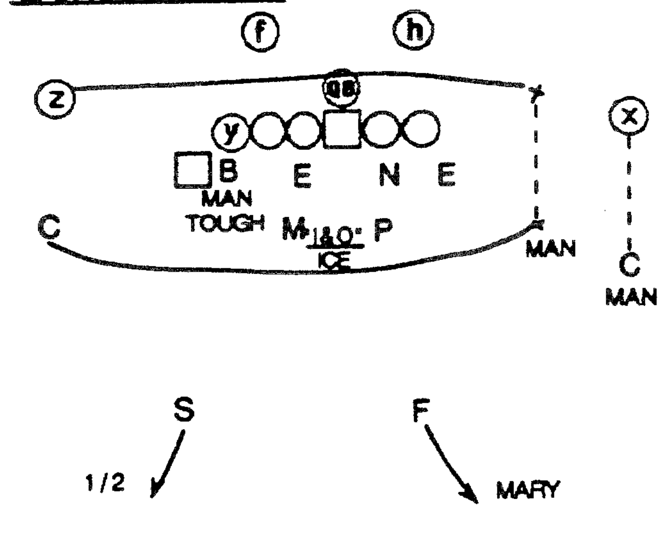
**** COVER 7 TO SALLY

SLOT

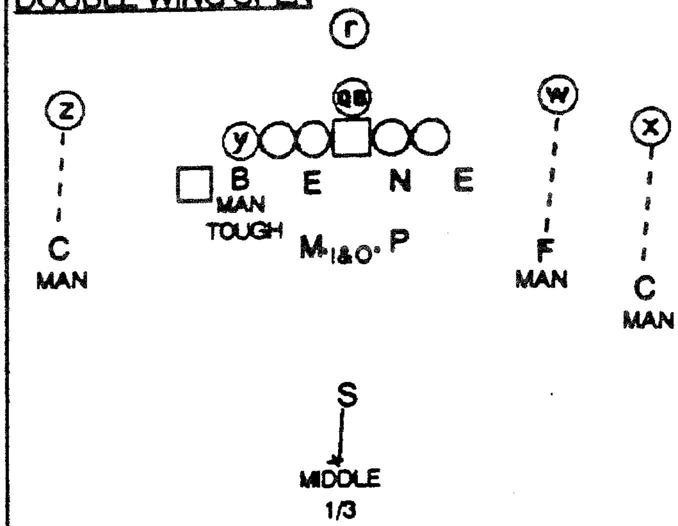


PRO COVER 7/SALLY

*Z CROSS MOTION

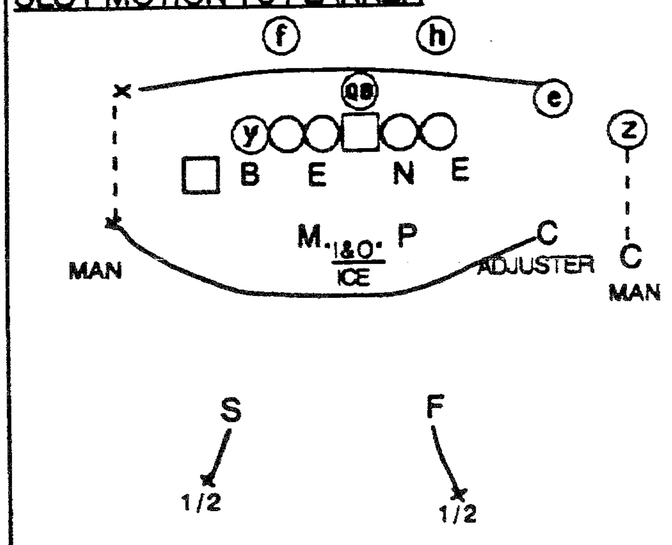


DOUBLE WING OPEN

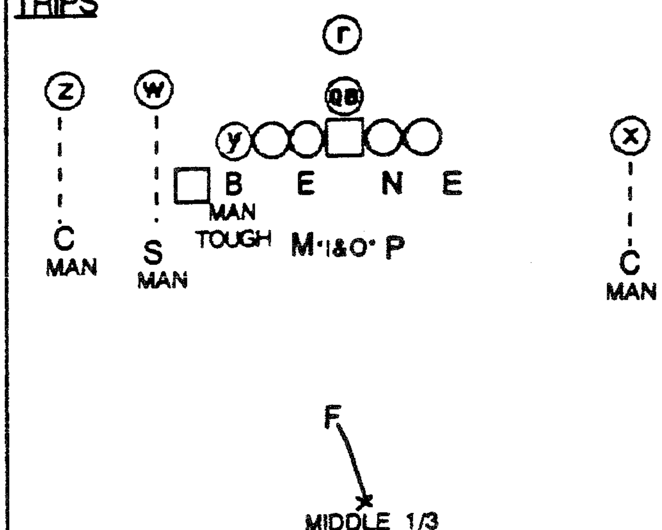


**** COVER 7 TO "SALLY"

SLOT MOTION TO FLANKER

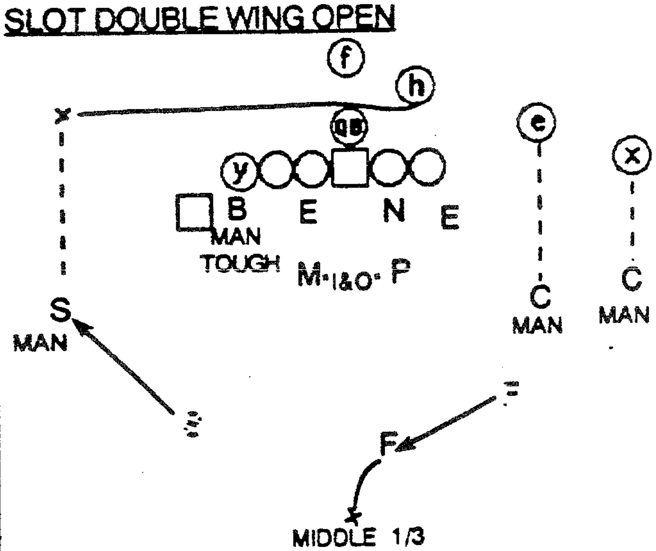


TRIPS



**** COVER 7 TO "SALLY"

SLOT DOUBLE WING OPEN



**** COVER 7 TO "SALLY"

HAWK COVER 2 WHIP

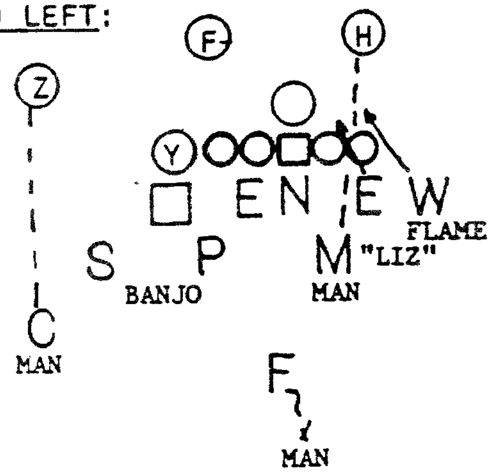
1- LINE: ALIGN IN "HAWK"; ELEPHANT ALIGN OUTSIDE SHOULDER OF "Y"; "Y" SHIFT OR NO "Y" FLAME

2- LINEBACKERS: ALIGN IN "HAWK"; PLUGGER RESPONSIBLE FOR SOLID "C" GAP FLOW TO, SOLID "A" FLOW AWAY; MIKE FORCE FLEX ON FLOW FLEX, FILL SOLID ON FLOW SOLID; WHIP FLAME TWO/BACKS OR WING SOLID (OSKIE OR KNIFE BROWN "I"); MAN WING FLEX AND BUZZ "Y" SHIFT OR MOTION; MIKE/PLUGGER "I & O" OR BANJO BACKS; VERSUS WING SOLID MIKE HAS REMAINING/BACK, PLUGGER HAS "Y"; VERSUS WING FLEX PLUGGER/MIKE "I & O" REMAINING/BACK; FREE BACKER BLITZ

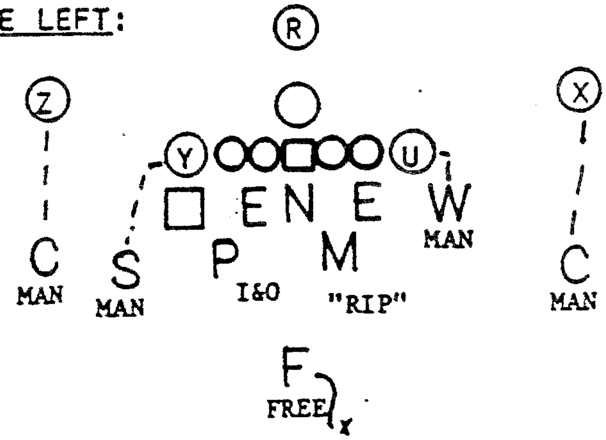
3- SECONDARY: STRONG SAFETY STACKED ON ELEPHANT; FLOW SOLID ON FLOW SOLID AND FLOW FLEX ON FLOW FLEX (FILL); BANJO WITH PLUGGER ON BACK SET SOLID; NO BACK SOLID MAN ON "Y"; CORNERS MAN ON RECEIVERS, FREE SAFETY MIDDLE 1/3; ALERT SALLY ON "Y" SHIFT, BACK MOTION

HAWK COVER 2 WHIP

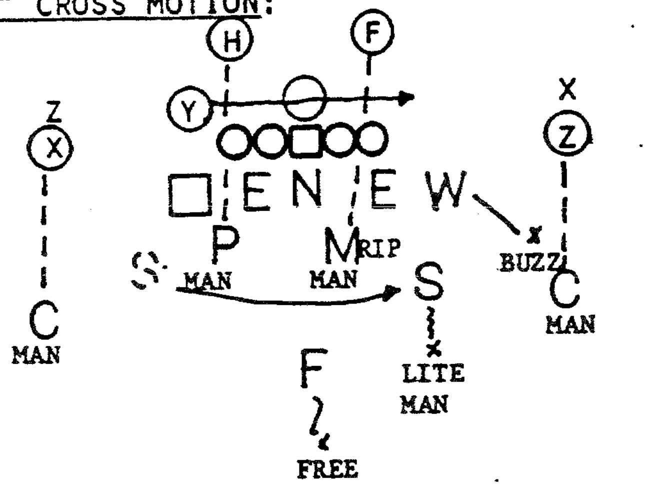
RED LEFT:



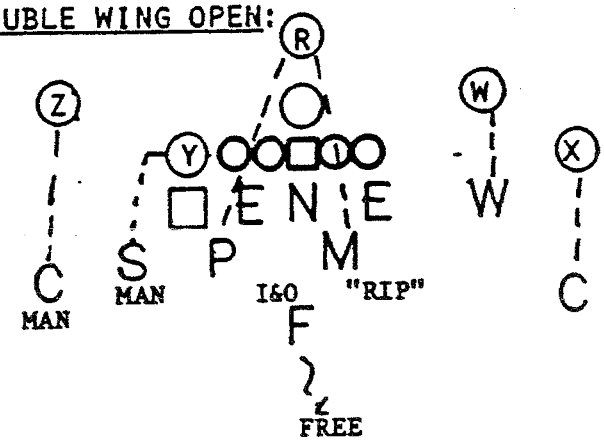
ACE LEFT:



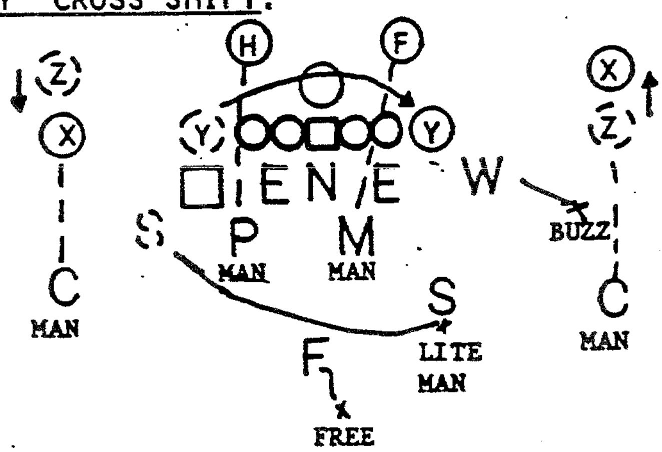
"Y" CROSS MOTION:



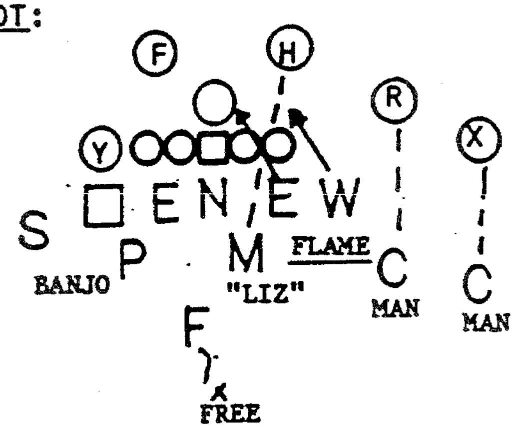
DOUBLE WING OPEN:



"Y" CROSS SHIFT:

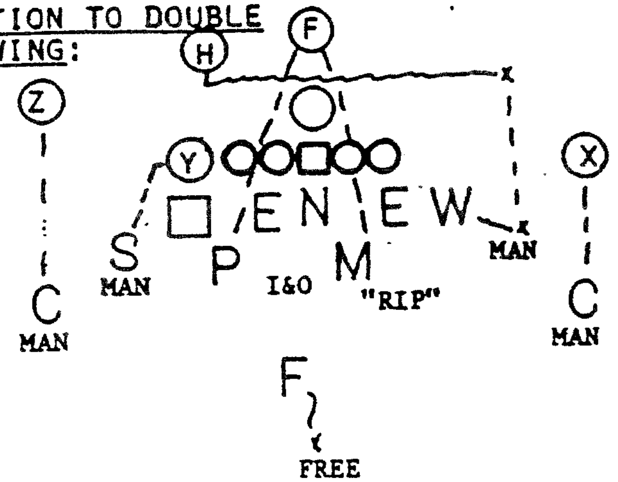


RED SLOT:

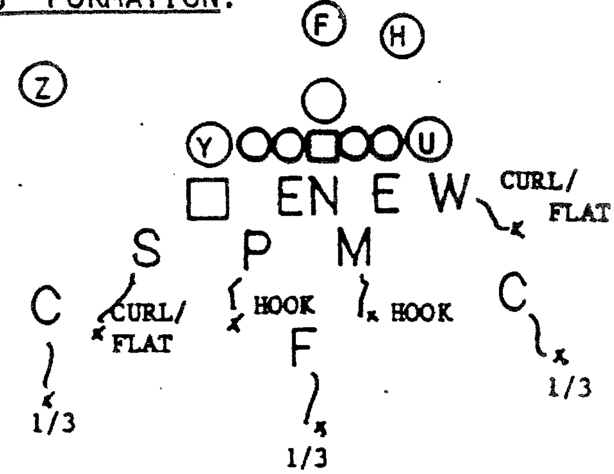


HAWK COVER 2 WHIP

MOTION TO DOUBLE WING:

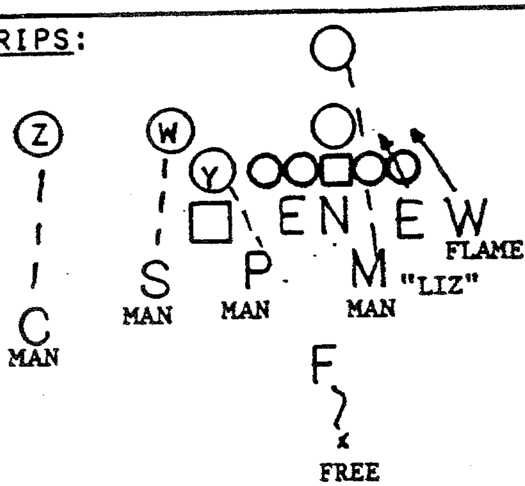


"U" FORMATION:

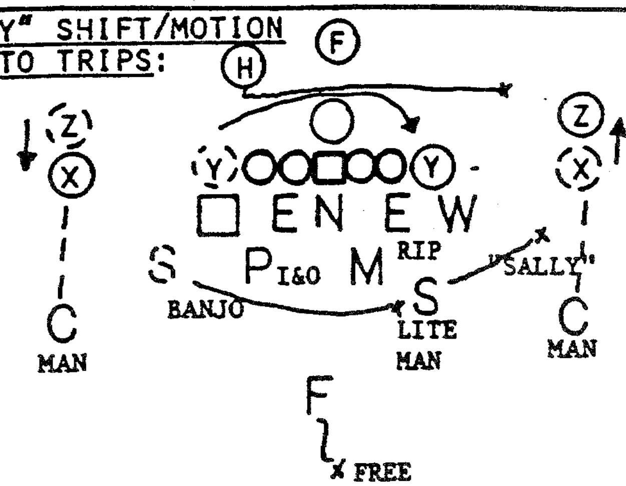


****AUTO "BIRDIE"

TRIPS:

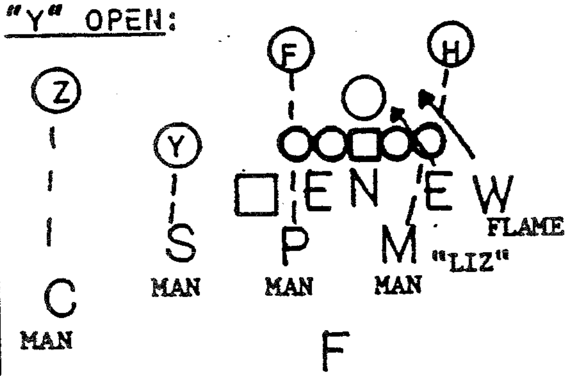


"Y" SHIFT/MOTION TO TRIPS:



"SALLY" ON BACKFIELD MOTION EITHER WAY

"Y" OPEN:





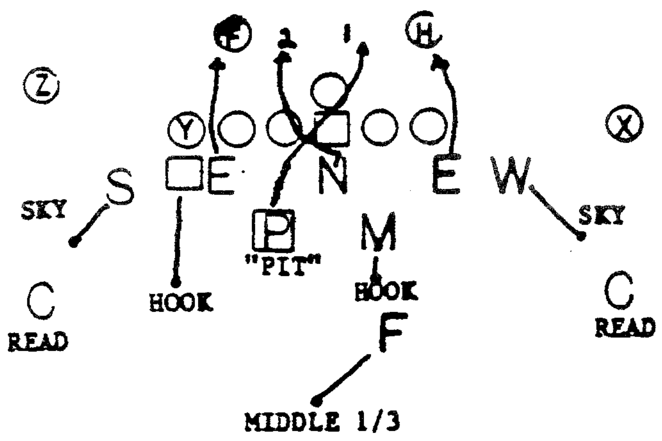
<u>(EL) OVER COVER SNIPE (OVER AX/OVER)("ED"/"PIT") COVER SNIPE</u>

1- OVER LEFT/RIGHT COVER LARK/ROBIN (POSSIBLE "SEAL" TO CALL)

2- OVER "ED" THE PLUGGER BLITZES OUTSIDE SHOULDER OF OT AND CONTAIN; NOSE TACKLE JET "A" GAP SOLID; SOLID END RUN "ISO" BEHIND THE PLUGGER AND NOSE TACKLE

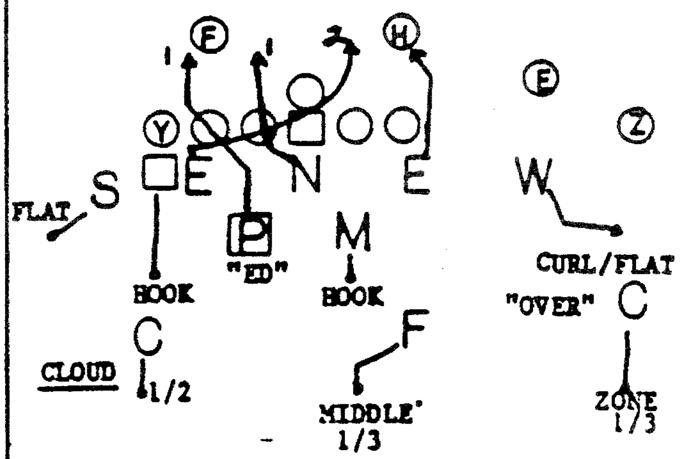
3- OVER "PIT" COVER SNIPE, PLUGGER STEM UP LATE AT ATTACK "A" GAP, NOSE TACKLE RUSH BEHIND THE PLUGGER

RED:



OVER "PIT" SNIPE

RED SLOT:



OVER "ED" SNIPE









HAWK/INSIDE COVER SNIPE ("GO/MOM/PISTOL")

1- LINE: ALIGN IN HAWK AND "JET" YOUR GAP RESPONSIBILITY

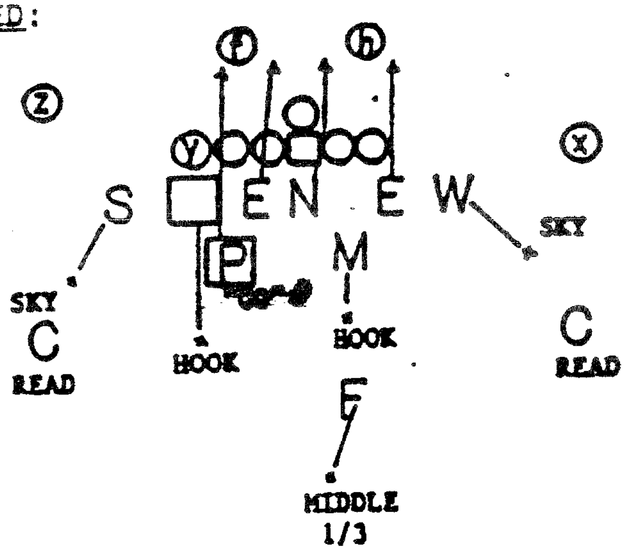
2- PLUGGER ALIGN SOLID "GO" OR "MOM"

3- ELEPHANT, SOLID HOOK/DROP (ALERT "HOOK & THRU" AND "FLAT/FLAT")

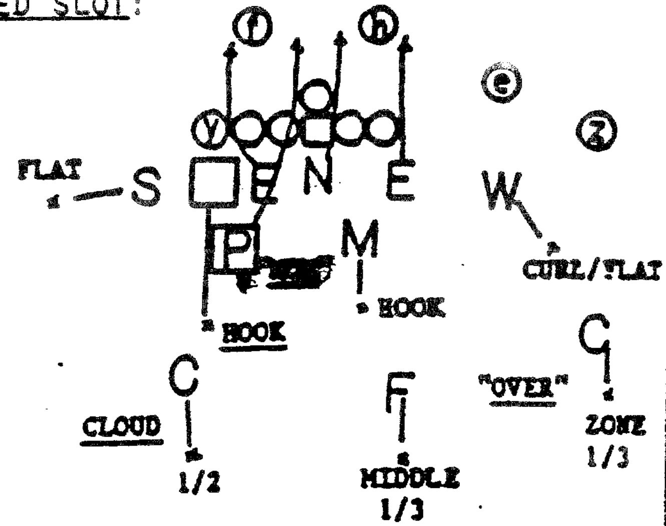
4- SOLID/END HAS CONTAIN ON "MOM"; PLUGGER HAS CONTAIN AND "GO"

5- "PISTOL": NOSE TACKLE RUSH SOLID "A" GAP; PLUGGER BLITZ "A" GAP FLEX

RED:

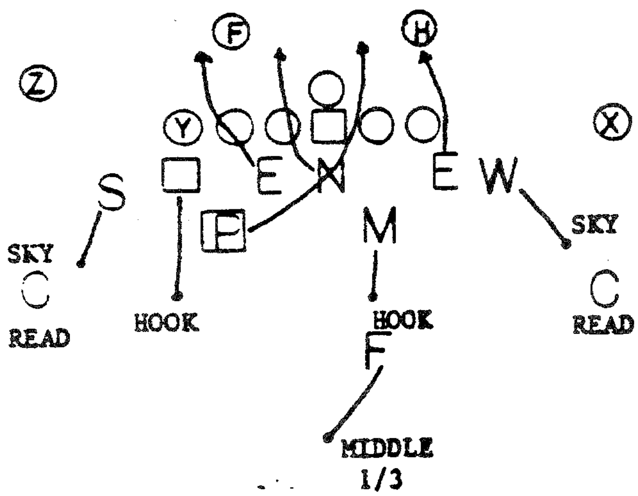


RED SLOT:

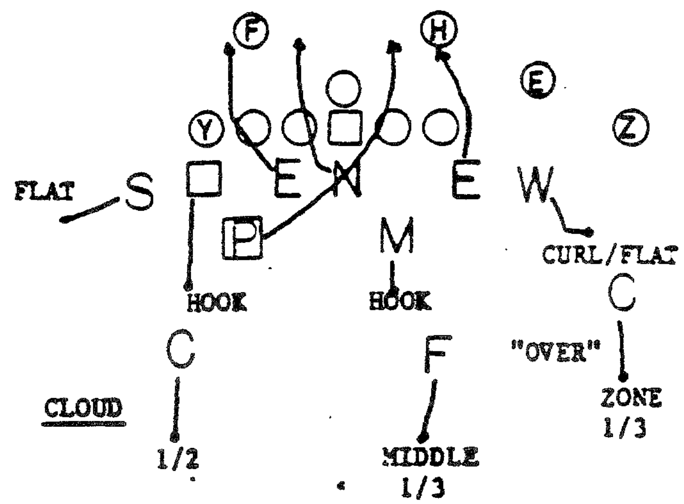


HAWK/INSIDE COVER SNIPE ------------------------------------>

RED:



RED SLOT:



HAWK PISTOL COVER SNIPE ------------------------------------>





(EL) UNDER/DROP ("GO" OR "ED") COVER FINCH (****A "GO" CHARGE)

1- LINE: NOSE, RUSH FLEX

****2- PLUGGER ALIGN SOLID "GO" OR "ED"

3- MIKE ALIGN FLEX AND CROSS/DROP

4- BUCK AND WHIP SWAP: BUCK, HOOK/DROP (ALERT THRU AND FLAT/FLAT); WHIP "OVER", "SKY" OR "COMET"

****5- VERSUS SLOT/DOUBLE/WING/OPEN, WHIP WILL "SKY"

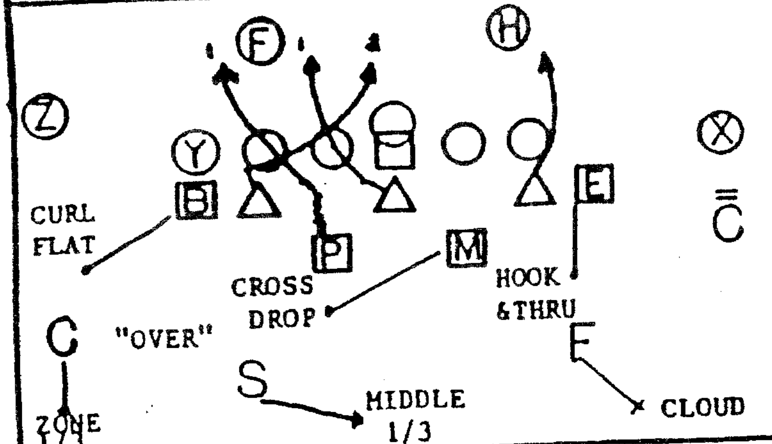
****6- VERSUS "OPEN/FLANKER/TRIPS" AUTO "SALLY"

(EL) UNDER/DROP ("GO"/"WEG"/"ED") COVER FINCH

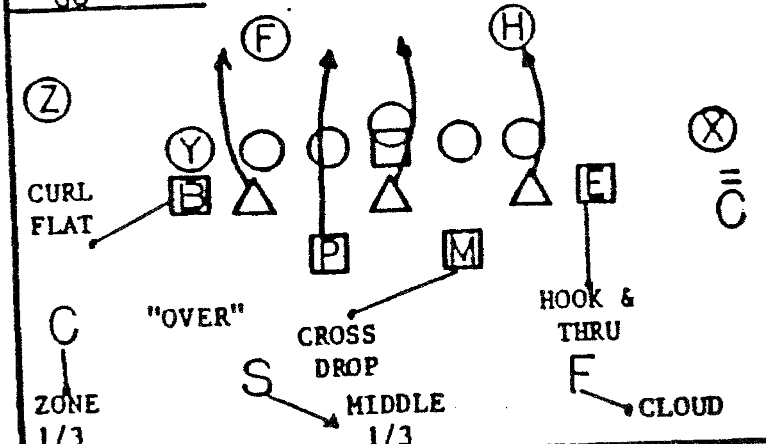
1. LINE: NOSE, RUSH FLEX
2. PLUGGER ALIGN SOLID "GO" OR "ED" OR "WEG"
3. MIKE ALIGN FLEX AND CROSS/DROP
4. BUCK AND ELEPHANT, HOOK/DROP (ALERT THRU AND FLAT/FLAT); BUCK "OVER", "SKY" OR "COMET"
5. VERSUS SLOT/DOUBLE/WING/OPEN, BUCK WILL "SKY"
6. VERSUS "OPEN/FLANKER/TRIPS" AUTO "BOSS" AND "OVER"; PLAY COVER FINCH RULES, INSIDE LINEBACKER CALL FLEX SIDE INTO EAGLE FRONT

UNDER DROP FINCH

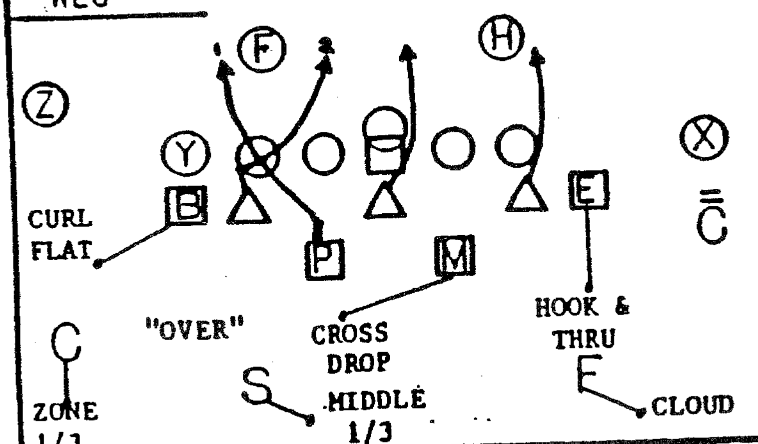
"ED"

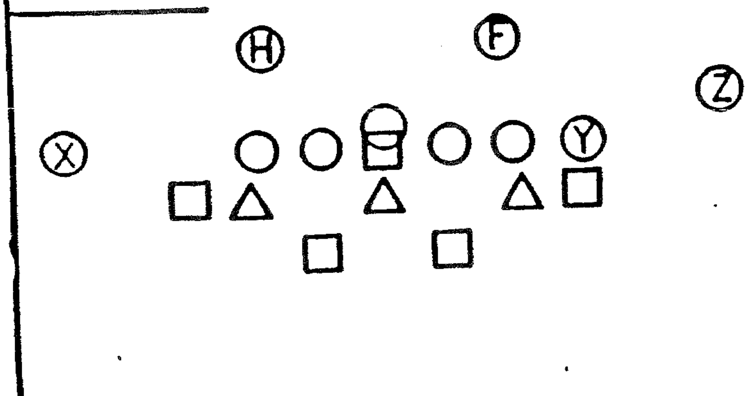


"GO"

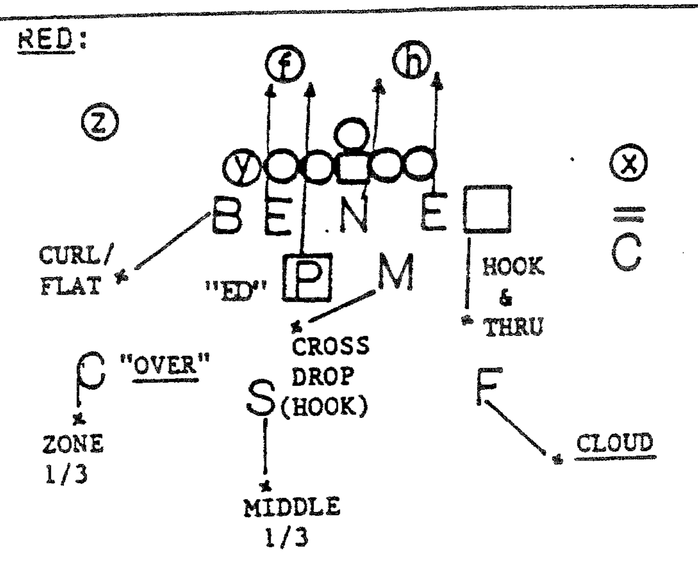


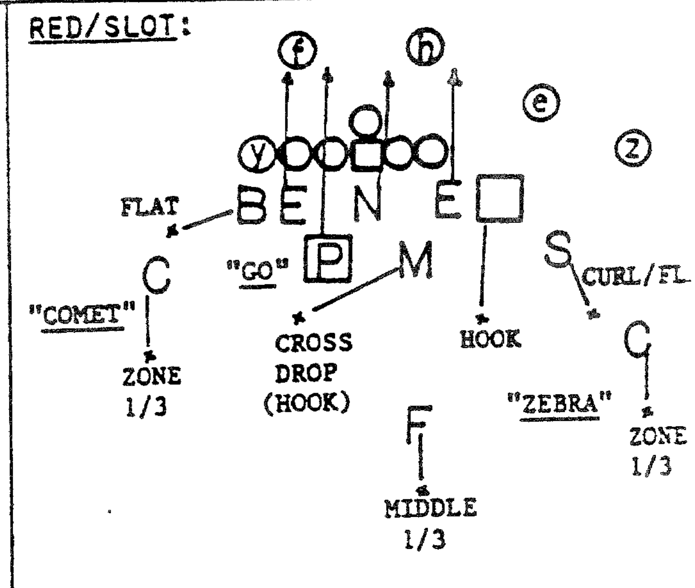
"WEG"





UNDER/DROP "GO/ED" COVER FINCH





<u>(EL) (JUMP) BRIDGE/HAWK COVER SNIPER</u>

1- ALIGN IN BRIDGE; NOSE CONTROL FLEX "A" GAP; FLEX/END "E/Z"

2- PLUGGER CURL/FLAT SOLID; COVERAGE TO PLUGGER IS "ZEBRA" (FLAT OPPOSITE A SLOT)

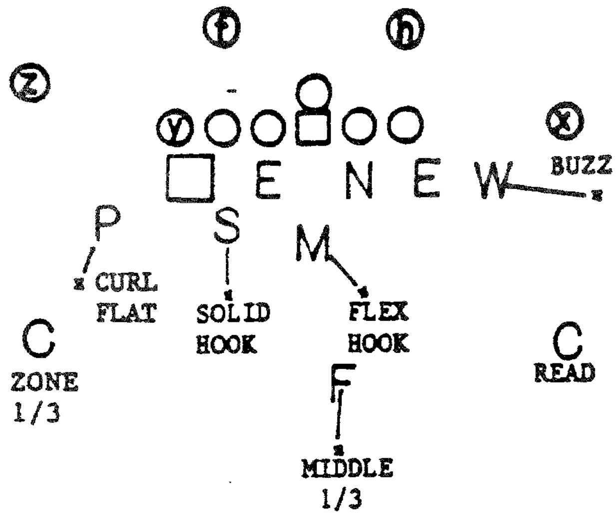
3- MIKE ALIGN OVER/CENTER AND DEFEND THE FLEX/HOOK

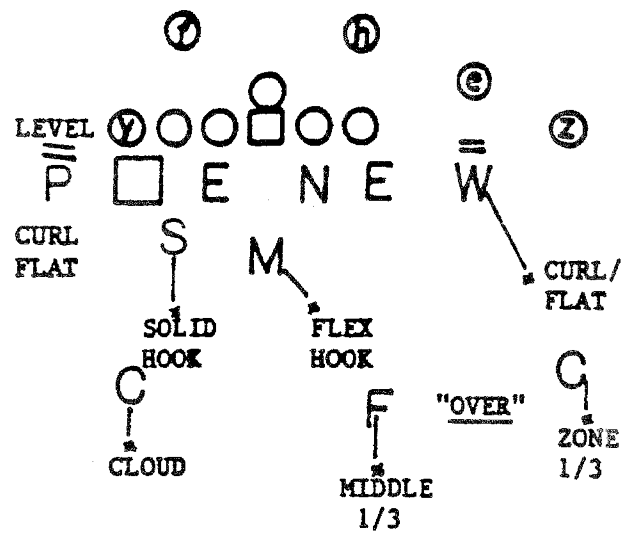
4- WHIP "E/Z"

5- SAFETIES BUMP/ZONE THE SOLID/HOOK AND MIDDLE 1/3

****6- <u>HAWK COVER SNIPER</u> TOO

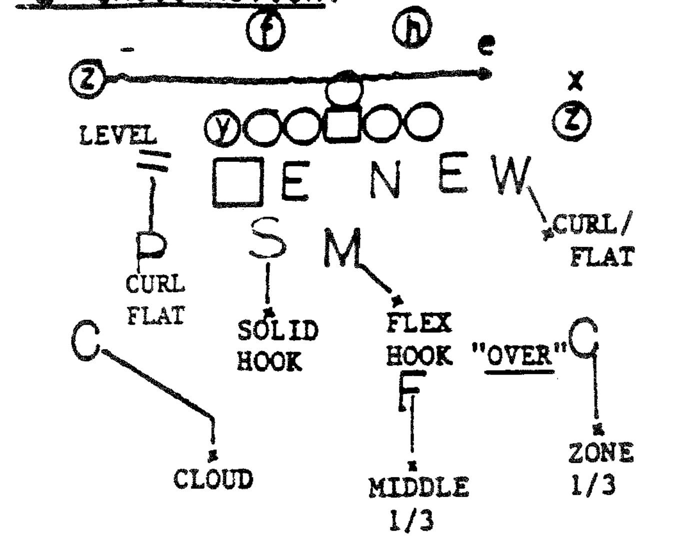
(ELEPHANT) BRIDGE COVER SNIPER



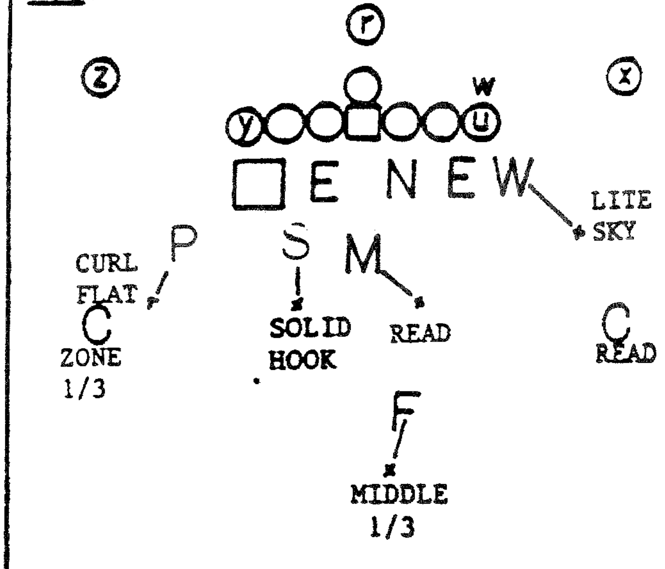


(EL) BRIDGE COVER SNIPER ADJUSTMENTS

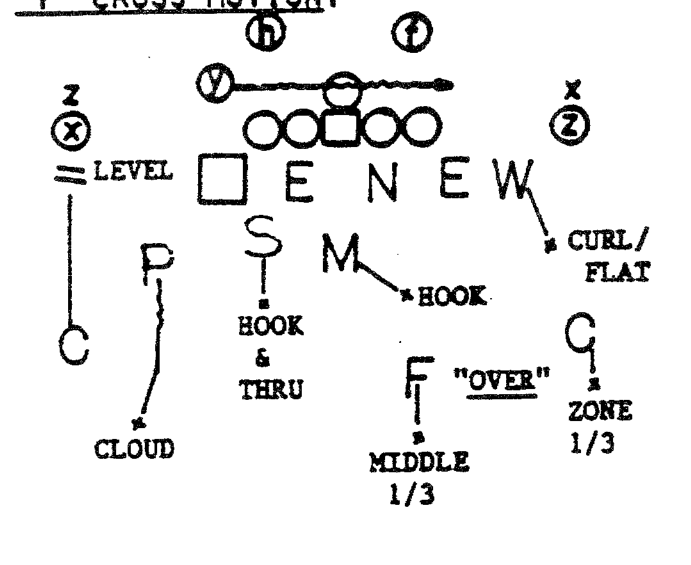
"Z" CROSS MOTION:



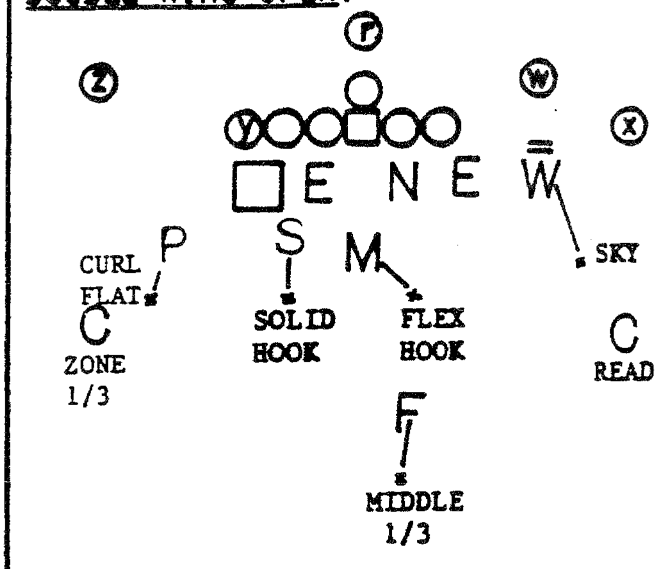
ACE:



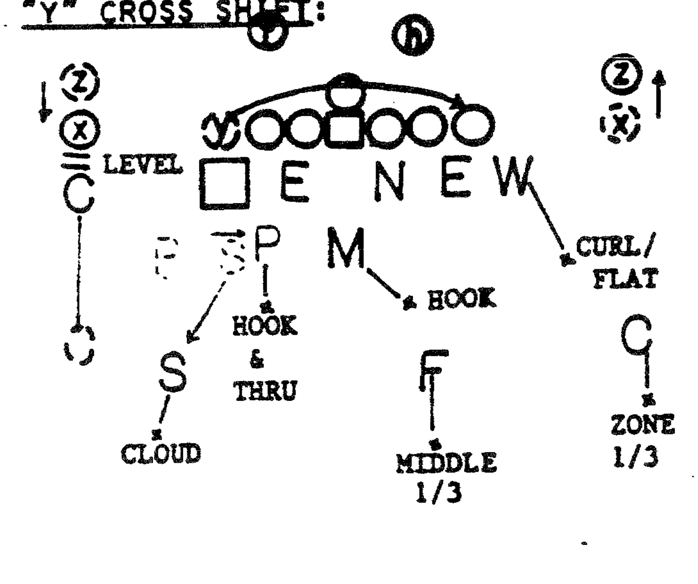
"Y" CROSS MOTION:



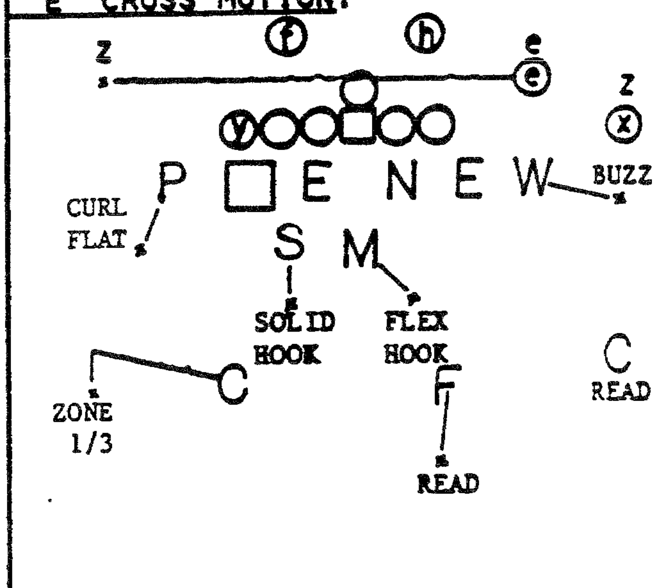
DOUBLE WING OPEN:



"Y" CROSS SHIFT:

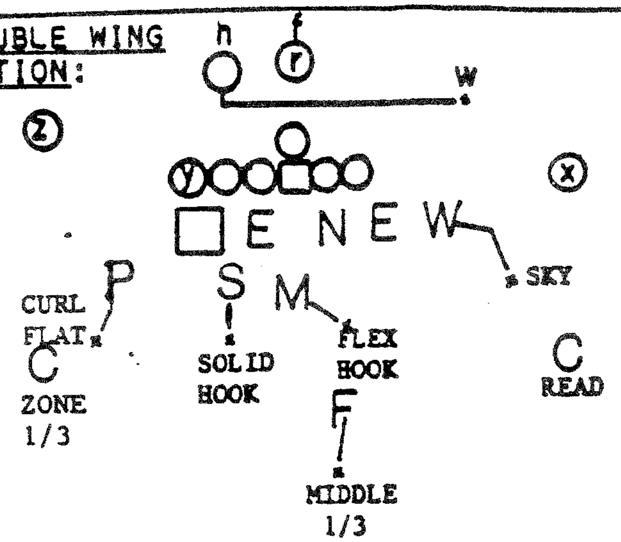


"E" CROSS MOTION:

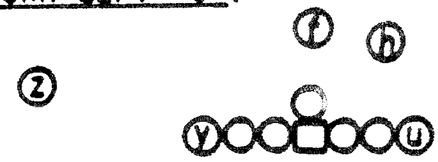


(EL) BRIDGE COVER SNIPER ADJUSTMENTS

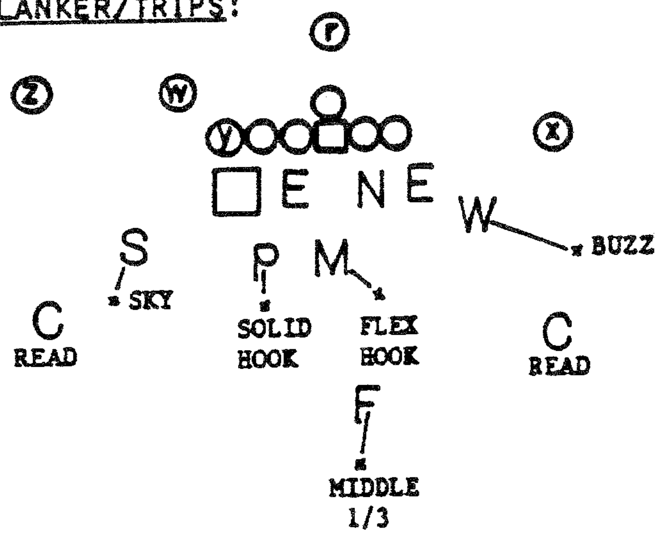
DOUBLE WING MOTION:



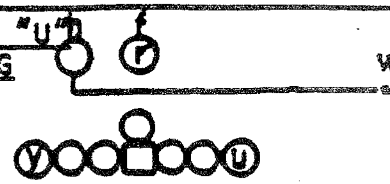
BROWN LEFT "U":



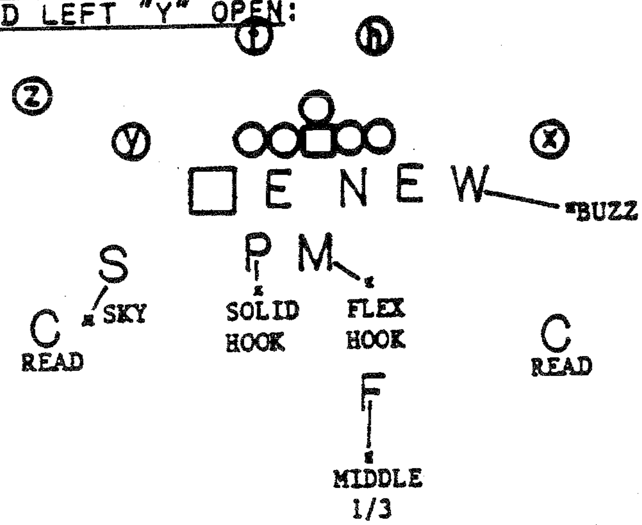
FLANKER/TRIPS:



BROWN LEFT "U" DOUBLE WING MOTION:



RED LEFT "Y" OPEN:





FEVER COVER 2/STAY

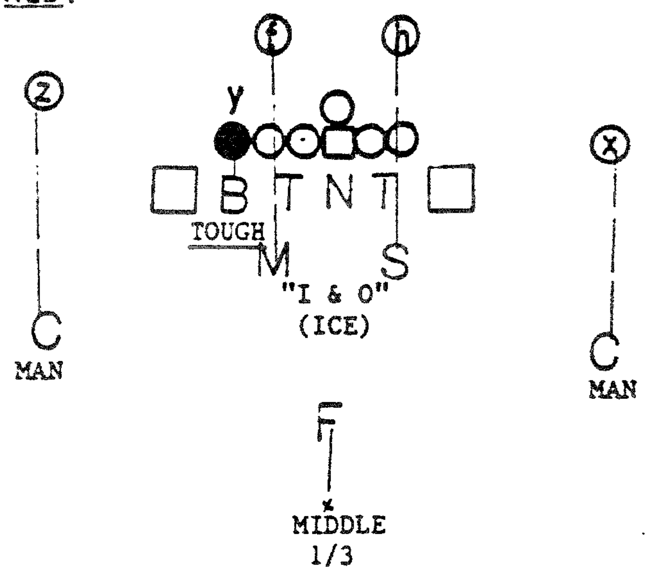
1- BUCK (STRONG SAFETY) MAN "Y"; MIKE AND STRONG SAFETY (PLUGGER "I & O" (ICE) "TWO/BACK/SETS"; VERSUS "ONE/BACK/ SETS", MIKE TAKE THE REMAINING/BACK AND STRONG SAFETY (PLUGGER) ADJUST TO THE WING

2- FREE SAFETY DEFEND THE MIDDLE 1/3

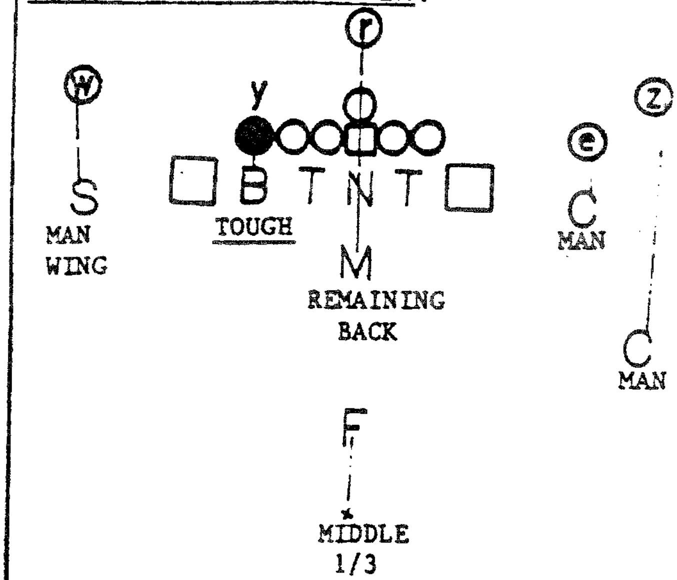
****3- VERSUS "U" FORMATIONS AUTO "COVER 2/STAY"; BUCK AND STRONG SAFETY COVER THE TWO TIGHT/ENDS; CORNER DEFEND THE MIDDLE 1/3 AND FREE SAFETY TAKE STRONG SAFETY'S PLACE

FEVER COVER 2/STAY

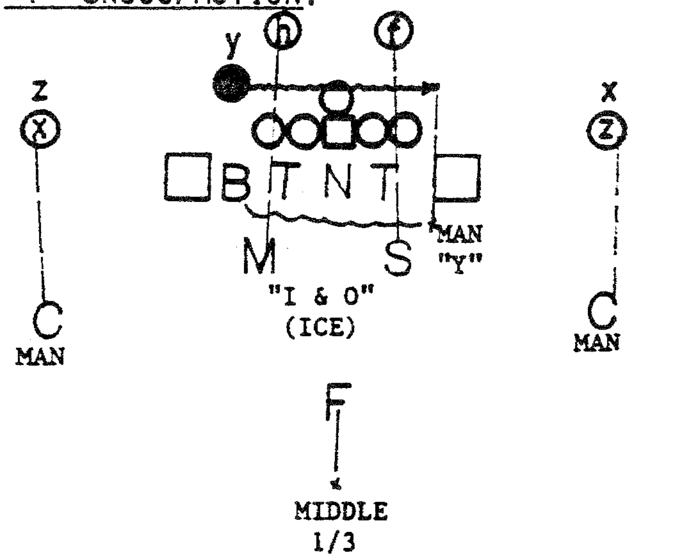
RED:



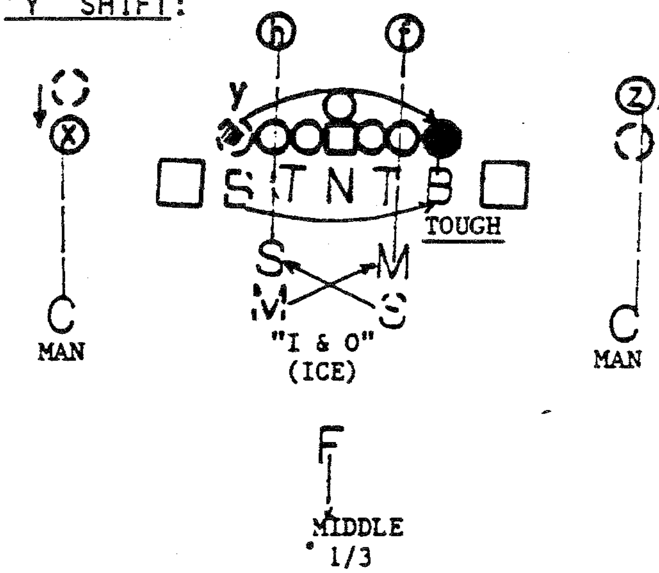
SLOT/DOUBLE/WING/OPEN:



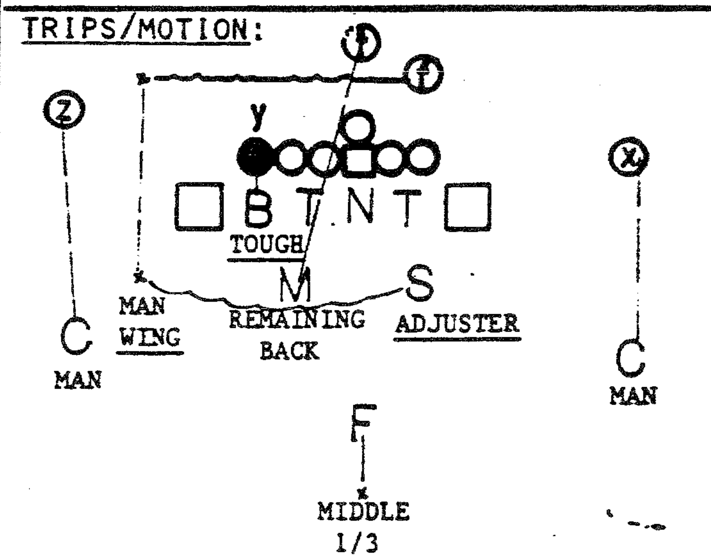
"Y" CROSS/MOTION:



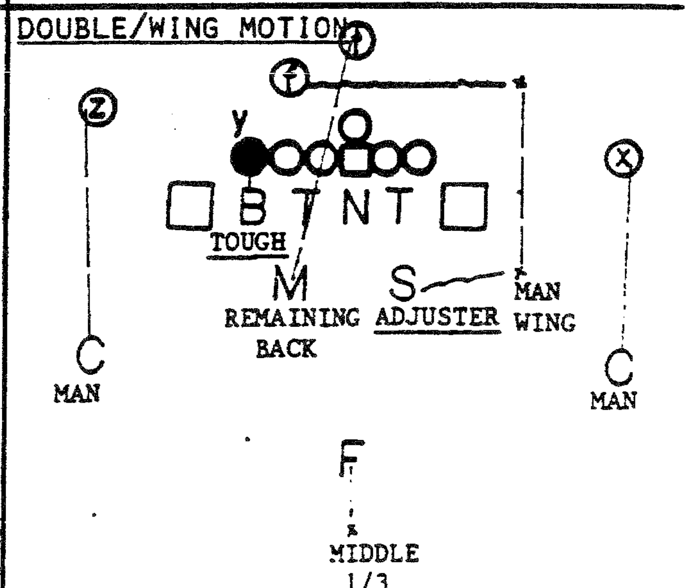
"Y" SHIFT:



TRIPS/MOTION:



DOUBLE/WING MOTION:



FEVER COVER ZORO

****1- BUCK (STRONG SAFETY), FROM TOUGHED POSITION DEFEND THE "CURL/FLAT" SOLID; MIKE, DEFEND THE "HOOK" SOLID; NOSE, DEFEND THE "HOOK" FLEX (POSSIBLY THE FLEX/TACKLE); STRONG SAFETY (PLUGGER) DEFEND THE "CURL/FLAT" FLEX

2- CORNERS, ALIGN LEFT/RIGHT AND DEFEND THE ZONE 1/3

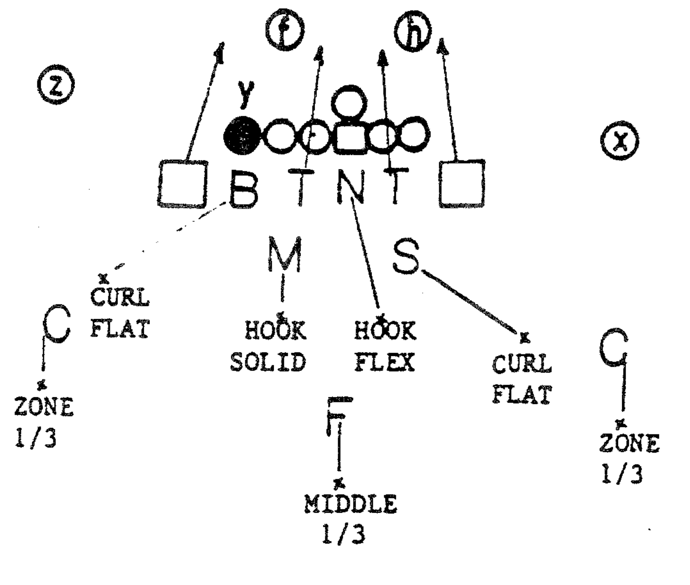
3- FREE SAFETY DEFEND THE MIDDLE 1/3

****4- VERSUS "U" FORMATIONS AUTO "COVER 2/STAY"; BUCK AND STRONG SAFETY COVER THE TWO TIGHT/ENDS; CORNER DEFEND THE MIDDLE 1/3 AND FREE SAFETY TAKE STRONG SAFETY'S PLACE

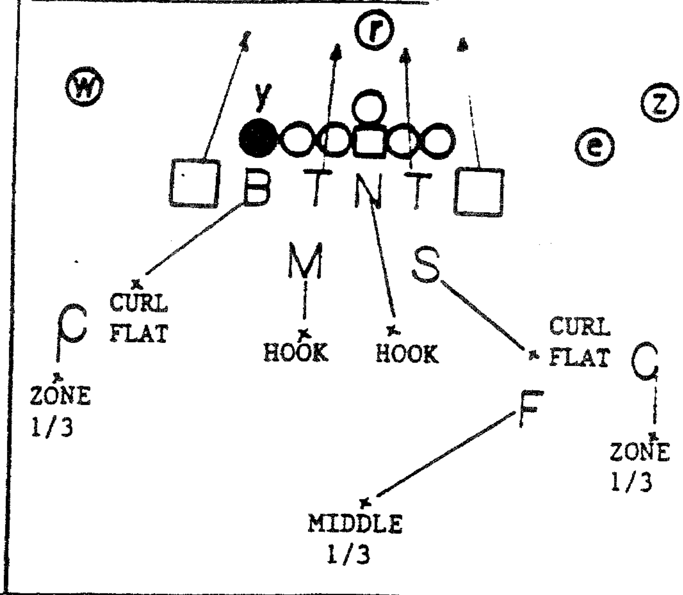
****5- AUTO: FEVER 2/STAY VERSUS "U/TREY"

FEVER COVER ZORO

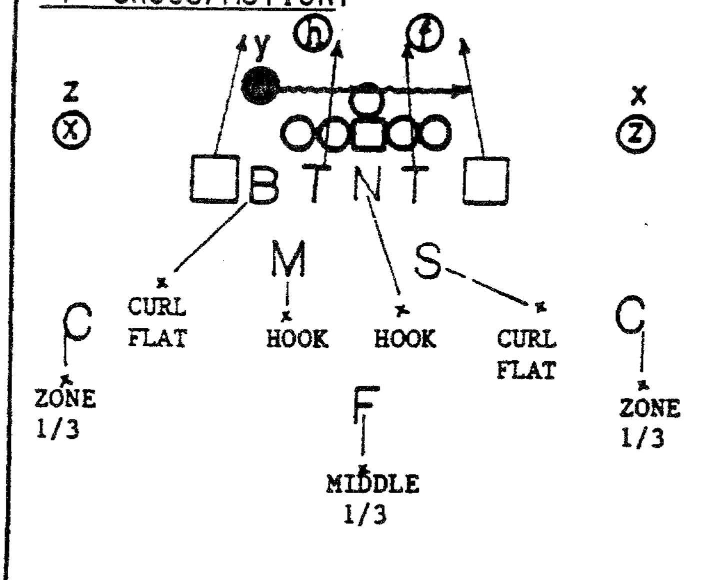
RED:



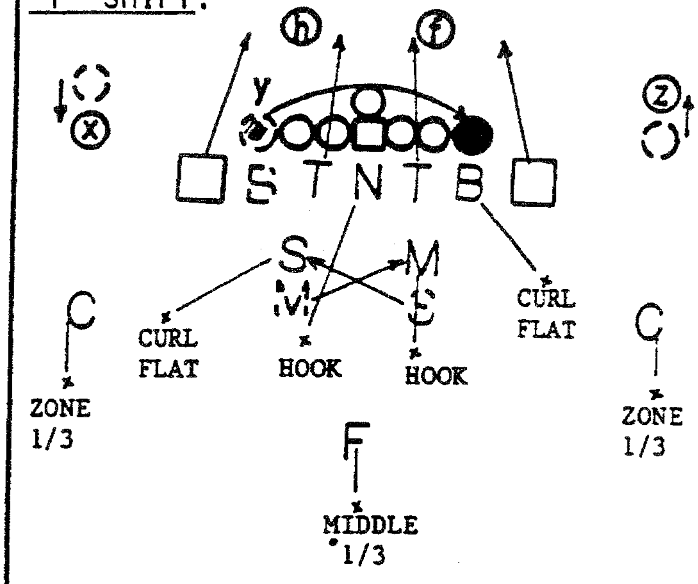
SLOT/DOUBLE/WING/OPEN:



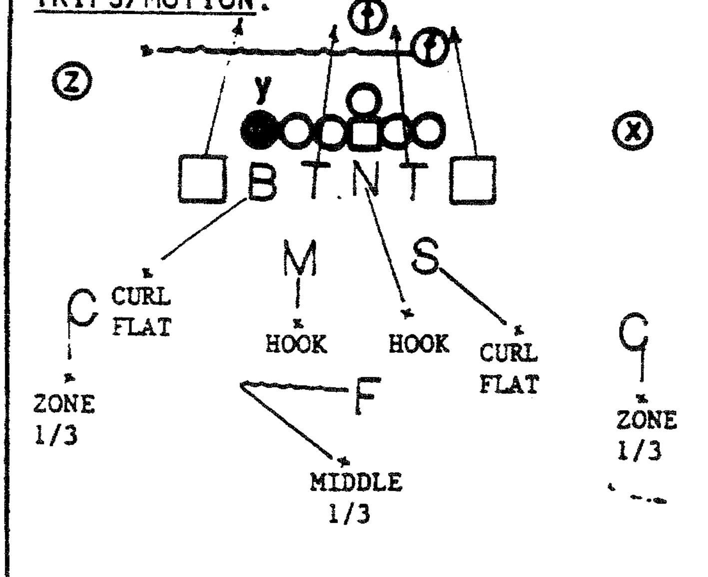
"Y" CROSS/MOTION:



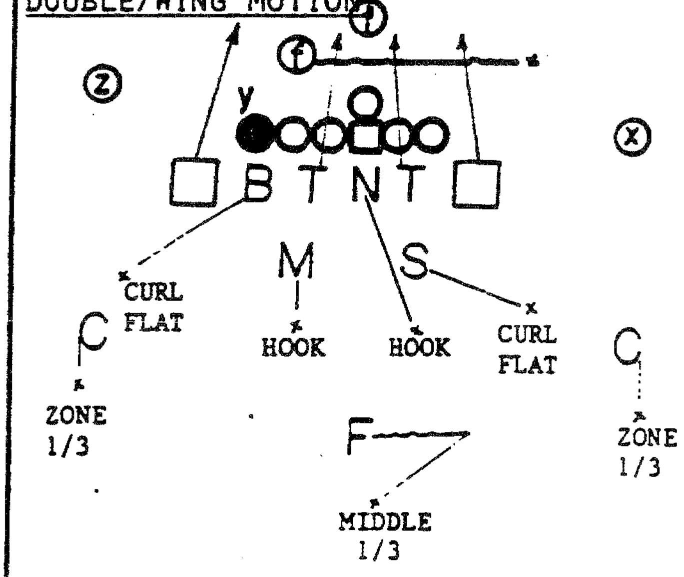
"Y" SHIFT:



TRIPS/MOTION:



DOUBLE/WING MOTION:



FEVER STRIKE/ISO OR HIT COVER "Y"

1- LINE: STRIKE/ISO OR HIT

2- BUCK (STRONG SAFETY): STRIKE OR HIT

3- MIKE AND STRONG SAFETY (PLUGGER) HANDLE TWO/BACKS OR REMAIN-ING/BACKS AND WING

4- FREE SAFETY MAN "Y"

****5- "Y" CROSS/SHIFT: FLIP THE BLITZ

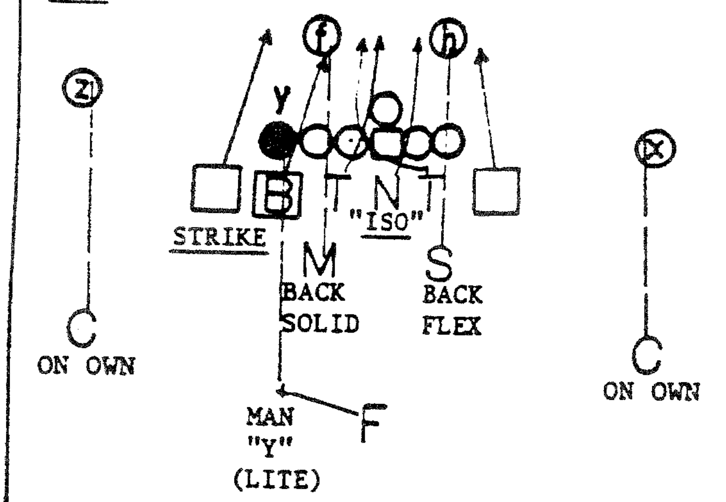
****6- STRIKE GOES THE AX VERSUS "Y" CROSS/MOTION

****7- VERSUS "U" FORMATIONS AUTO "COVER 2/STAY"; BUCK AND STRONG SAFETY COVER THE TWO TIGHT/ENDS; CORNER DEFEND THE MIDDLE 1/3 AND FREE SAFETY TAKE STRONG SAFETY'S PLACE

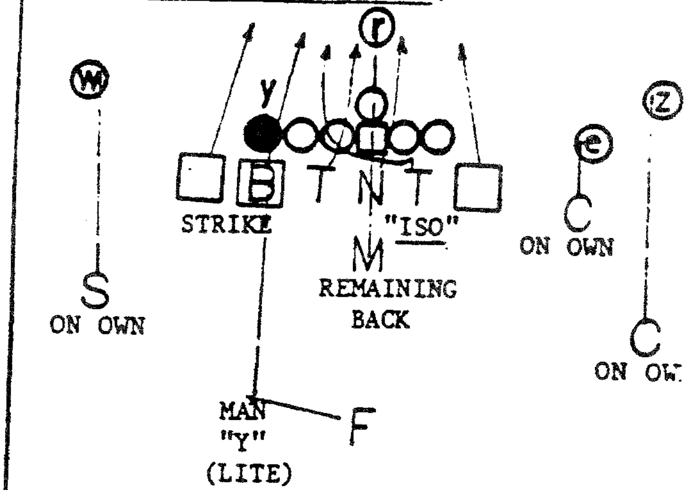
****8- AUTO: FEVER 2/STAY VERSUS "U/TREY"

FEVER STRIKE/ISO (HIT) COVER "Y"

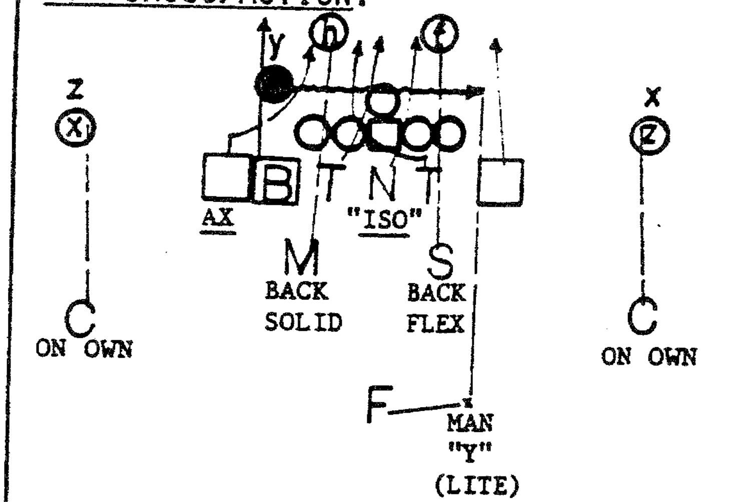
RED:



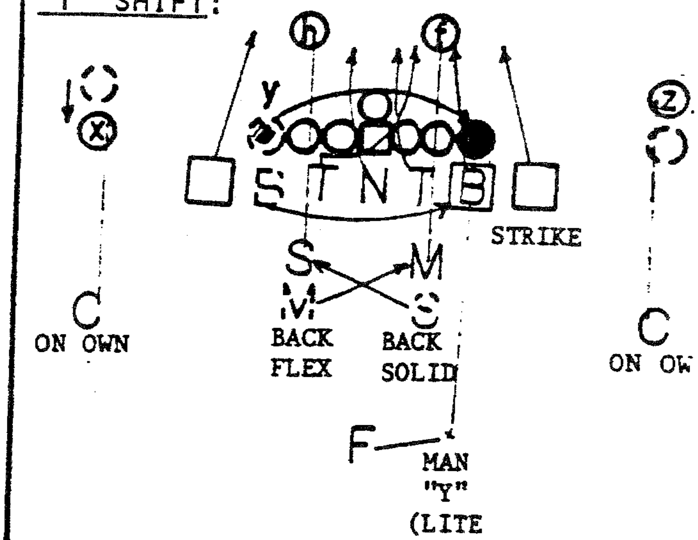
SLOT/DOUBLE/WING/OPEN:



"Y" CROSS/MOTION:

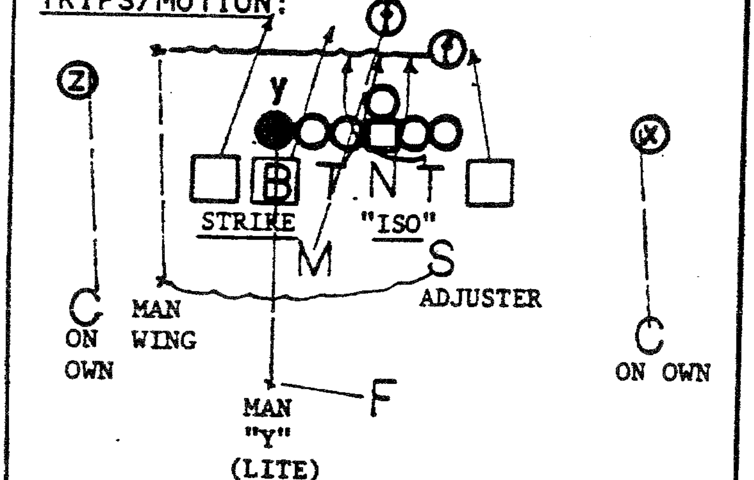


"Y" SHIFT:

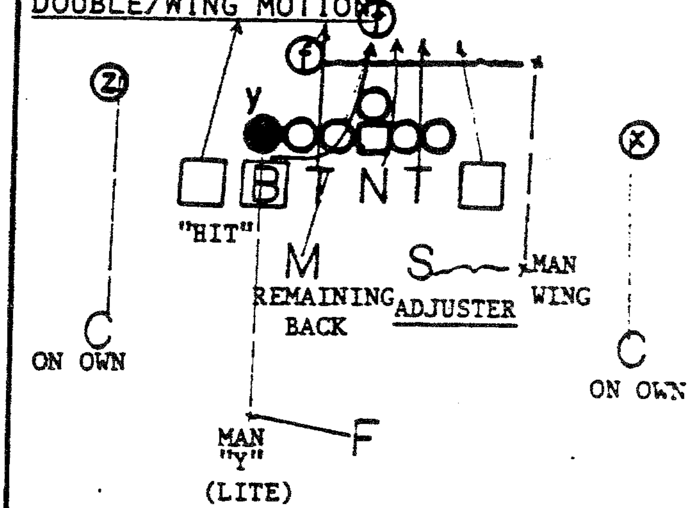


****FLIP STRIKE (HIT)

TRIPS/MOTION:



DOUBLE/WING MOTION:



****"HIT"

FEVER PLUGGER COVER FLAG

1- STRONG SAFETY (PLUGGER) BLITZ "B" GAP FLEX; CHANGE TO "POP" VERSUS "Y" CROSS/MOTION AND FLIP BLITZ VERSUS "Y" CROSS/ SHIFT; VERSUS ACE, CHANGE TO "HIT" FLEX

2- BUCK (STRONG SAFETY) MAN "Y" TOUGH

3- MIKE AND FREE SAFETY: HANDLE TWO/BACKS AND REMAINING/BACK AND WING

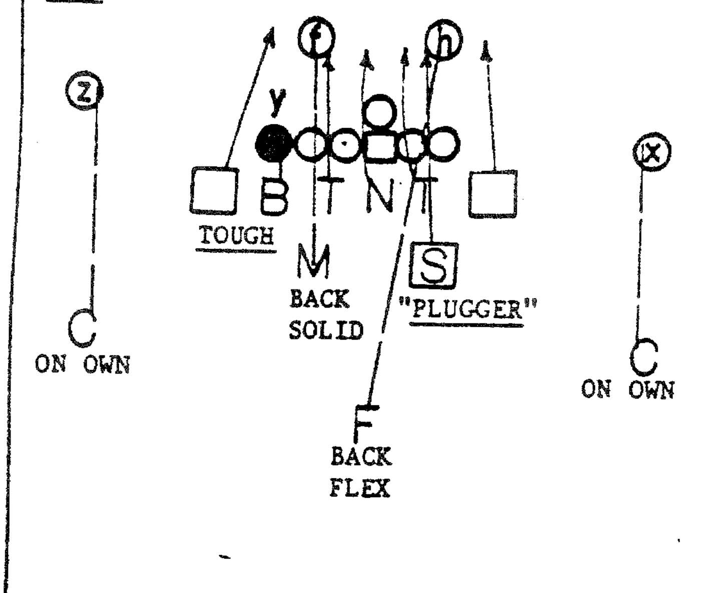
4- ONE/BACK (SHIFT/MOTION/ALIGNED): MIKE "POP"; STRONG SAFETY ADJUST AND FREE SAFETY MAN THE REMAINING/BACK

****5- VERSUS "U" FORMATIONS AUTO "COVER 2/STAY"; BUCK AND STRONG SAFETY COVER THE TWO TIGHT/ENDS; CORNER DEFEND THE MIDDLE 1/3 AND FREE SAFETY TAKE STRONG SAFETY'S PLACE

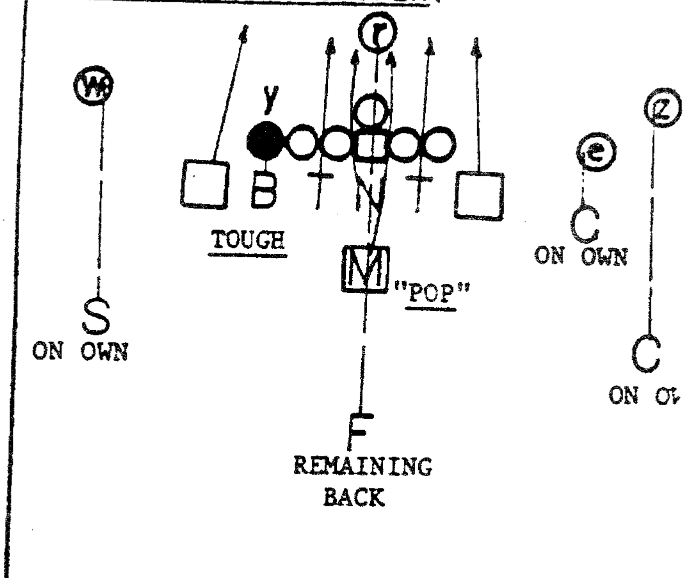
****6- AUTO: FEVER 2/STAY VERSUS "U/TREY"

FEVER PLUGGER COVER FLAG

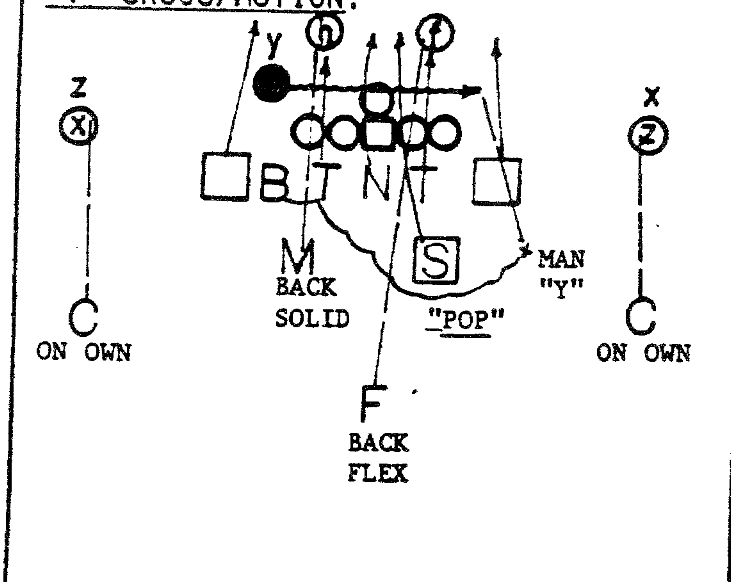
RED:



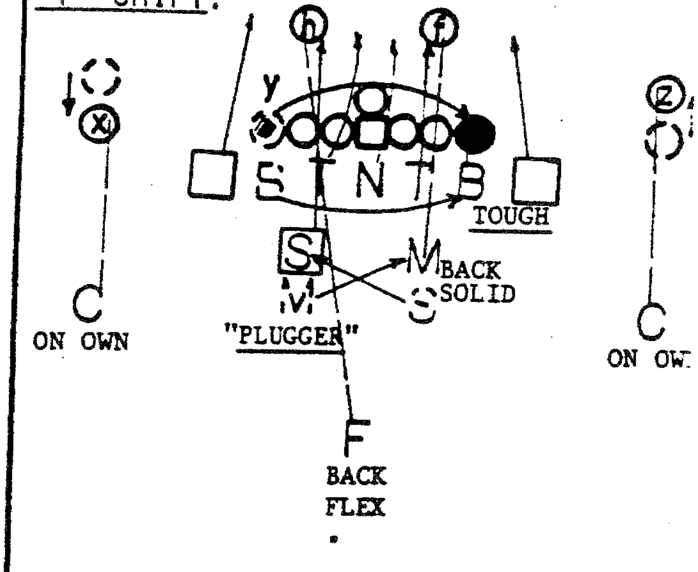
SLOT/DOUBLE/WING/OPEN:



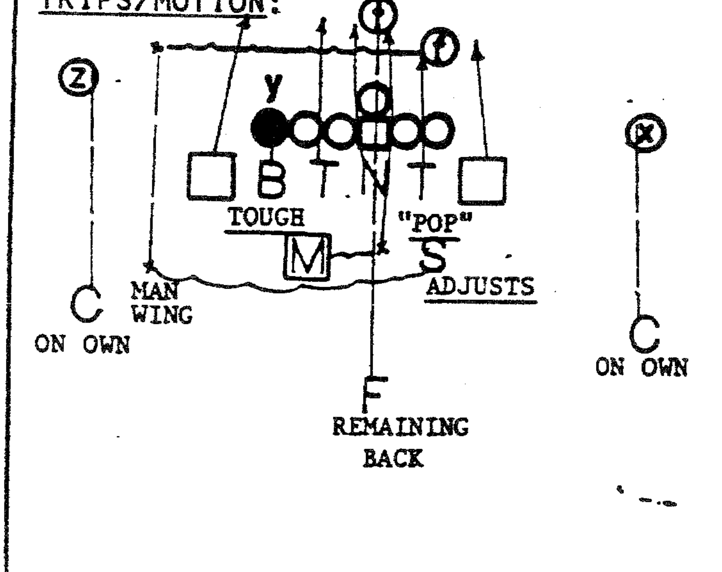
"Y" CROSS/MOTION:



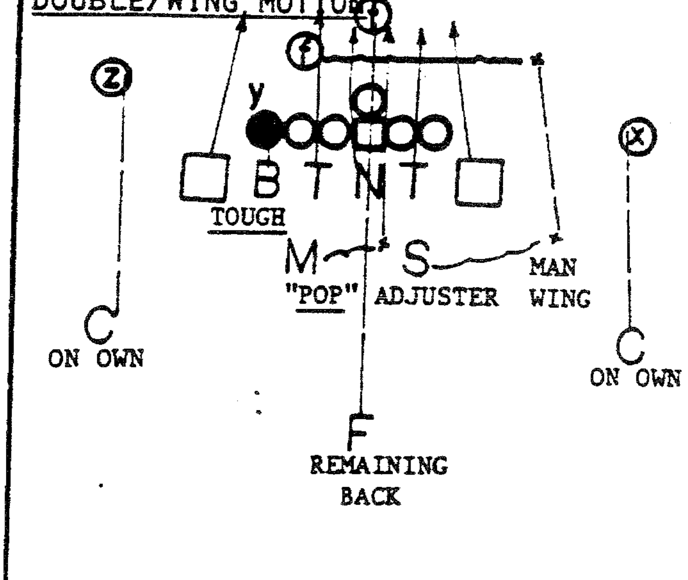
"Y" SHIFT:



TRIPS/MOTION:



DOUBLE/WING MOTION:



FEVER DOUBLE DOG BLITZ

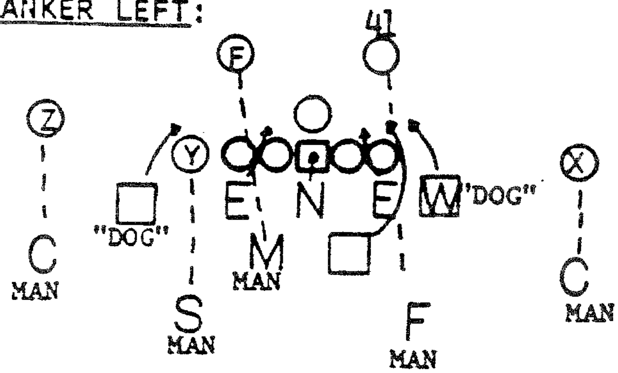
1- LINE: ALIGN 30

2- LINEBACKERS: TIM, ALIGN LEFT; ROMO ALIGN RIGHT; CHARLES ALIGN ON #41 OR SOLID IF ONE/BACK SET; MIKE ALIGN ON FULLBACK OR FLEX ON ONE/BACK SET; MIKE MAN FULLBACK OR REMAINING/BACK; TIM/ROMO DOG; CHARLES RUN "SEAL/GO"

3- SECONDARY: CORNERS MAN RESPECTIVE RECEIVERS; STRONG SAFETY MAN ON TIGHT/END IF #41 FLEX; FREE SAFETY MAN ON #41 IF SET FLEX; SAFETIES SHOW "9"; IF #41 SET SOLID STRONG SAFETY AND FREE SAFETY BANJO, SHOW COVER 3; IF ONE/BACK SET SAFETIES MAN TIGHT/END AND WING

FEVER DOUBLE DOG BLITZ

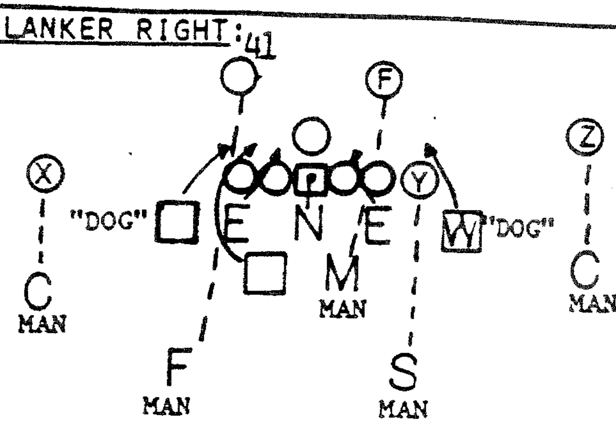
FLANKER LEFT:



****SHOW COVER 9

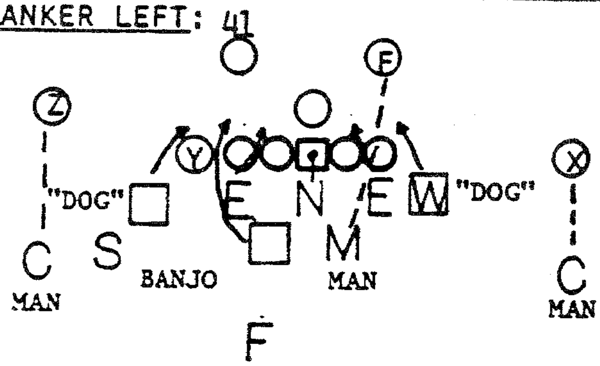
****CHARLES: ALIGN TO #41 AND RUN "SEAL/GO"

FLANKER RIGHT:



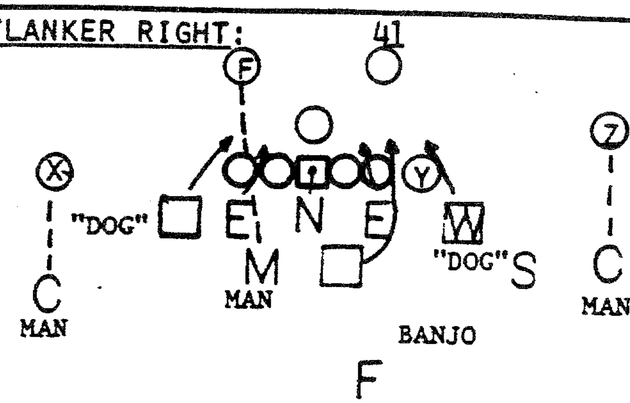
****SHOW COVER 9

FLANKER LEFT:



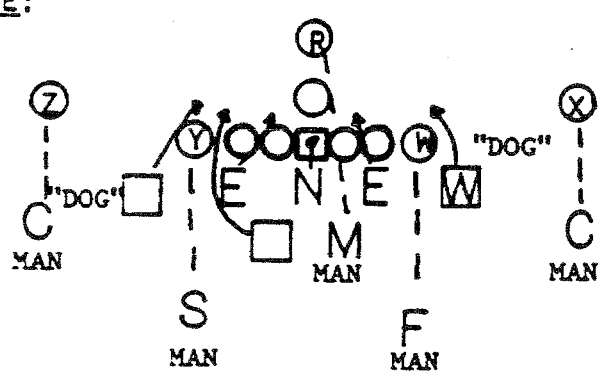
****SHOW COVER 3

FLANKER RIGHT:



****SHOW COVER 3

ACE:



****SHOW COVER 9

****VS ONE/BACK SET CHARLES BLITZ SOLID



4- <u>(SHORT YARDAGE) STUD/DOG COVER 2</u>

4-1 STUD SOLID AND CAT FLEX; OPEN "Y", BUCK SQUEEZE; OPEN TX (X/U) WHIP FLAME

****4-2 SLANT (PORT/STAR) THE LINE TO BACKFIELD/STRENGTH (VERSUS GREEN, "SLANT" TO STRENGTH) (POSSIBLE RULE CHANGE TO "HUNCH/FRITZ" OR "WOODY/WOODY")

4-3 OUTSIDE LINEBACKERS PLAY FLUSH INTO MAN LEAVING SOFT "C"

4-4 MIKE AND PLUGGER "I & O" ALL "TWO-BACK" SETS

4-5 VERSUS SWITCH/PAIR/BUCK "BUZZ"; SLANT LINE TO THE SWITCH/ PAIR REGARDLESS OF BACKFIELD SET

4-6 VERSUS TX(U) OPEN (NASTY), WHIP "BUZZ"; SLANT LINE TO THE OPEN TX(U) REGARDLESS OF BACKFIELD SET

4-7 AUTO "SWITCH/FRANK" VERSUS ALIGNED, SHIFTED OR MOTION TO "ONE-BACK" SET (ALERT "<u>BLOOD</u>" SITUATIONS STUD/SAFETIES AND CAT/CORNERS)

****4-8 PLAY THIS DEFENSE VERSUS OPEN RECEIVERS

****4-9 PLAY <u>BIRDIE</u> VERSUS "4/WIDES, "Q" AND "S" FORMATIONS

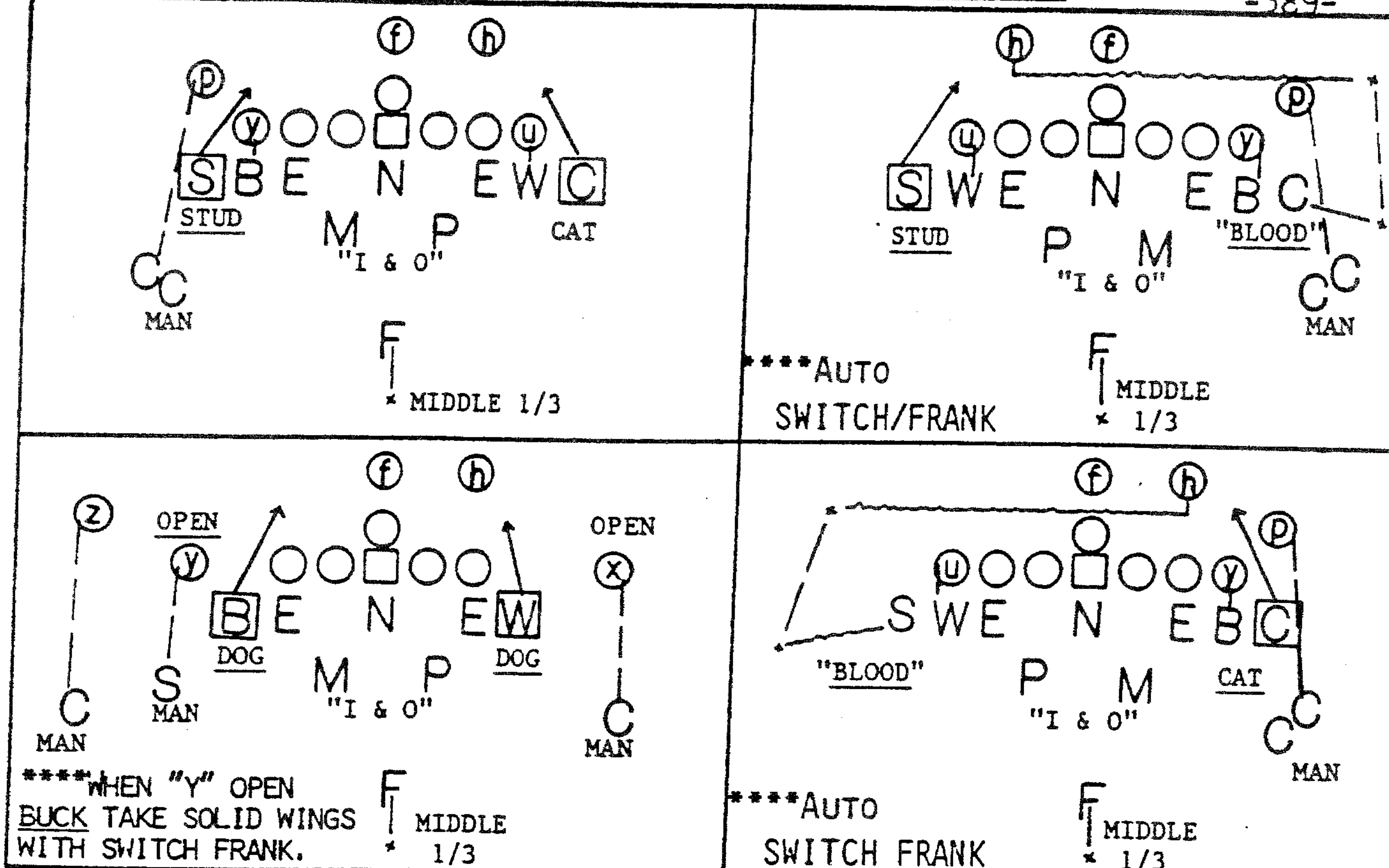
<u>SPECIAL ADJUSTMENTS</u>:

1- VERSUS FULLHOUSE, STRENGTH IS LEFT

2- VERSUS "POWER-I", STRENGTH IS TO POWER

3- SHOULD A BACK SHIFT OUT OF BACKFIELD LEAVING TWO/BACKS IN THE BACKFIELD, THE "BACK/OUT" BECOMES "Z"

(SHORT YARDAGE) STUD/DOG COVER 2



LEFT OLB: Play STUD (CAT); line charge will be "TO" or "AWAY" & will affect head up or inside alignment on "Y"(U); alert "BLOOD" call auto SWITCH/FRANK versus one-back-sets.

LEFT END: Line charge will be affected by opponent and formation; alert SWITCH/FRANK adjustment.

LEFT ILB: Line charge will be affected by opponent and formation; "I & O' backs; alert SWITCH/FRANK adjustment versus one-back-sets.

NOSE TACKLE: Line charge will be affected by opponent and formation; alert SWITCH/FRANK adjustment.

RIGHT ILB: Line charge will be affected by opponent and formation; "I & C backs; alert SWITCH/FRANK adjustment versus one-back-sets.

RIGHT END: Line charge will be affected by opponent and formation; alert SWITCH/FRANK adjustment.

RIGHT OLB: Play STUD (CAT); line charge will be "TO" or "AWAY" & will affect head up or inside alignment on "Y"(U); alert "BLOOD" cal auto SWITCH/FRANK versus one-back-sets.

STRONG SAFETY: Align left; STUD, unless "Y"(U) open; adjust one-back-sets to SWITCH/FRANK and be alert for "BLOOD" situations.

FREE SAFETY: Align in and defend middle 1/3; auto SWITCH/FRANK versus one-back-sets.

COVER CORNER: Align to and man cover the "FORMATION" receiver; alert SWITCH/FRANK adjustment.

CORNER: Align right; CAT, unless "Y"(U) open; adjust one-back-sets to SWITCH/FRANK and be alert for "BLOOD" situations.

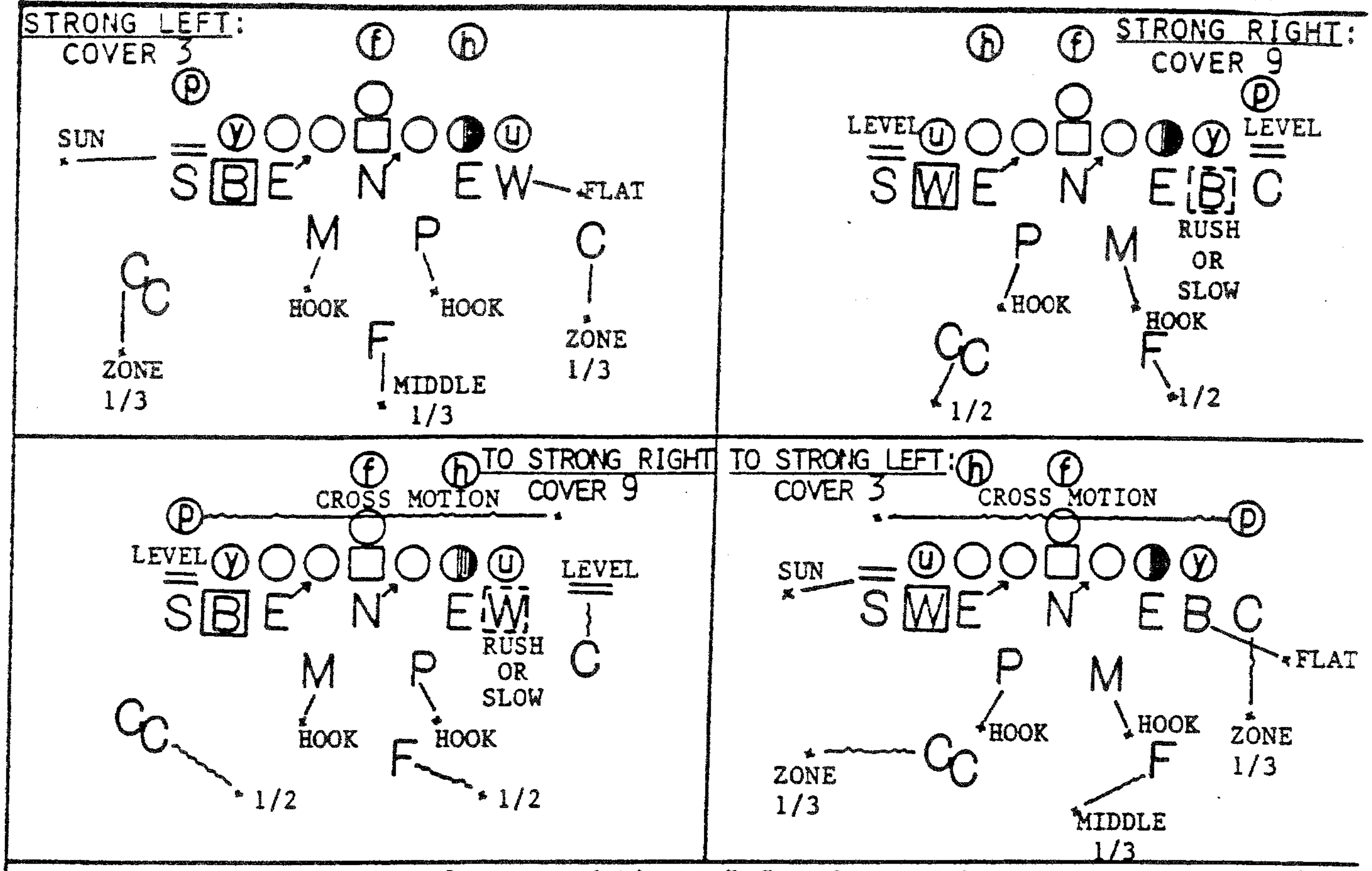
1- STAR COVER 39 STAY

1-1 LINE ALWAYS SLANT RIGHT (STAR)
1-2 IF PASSING STRENGTH LEFT PLAY COVER 3 (JUNGLE LEFT); IF PASSING STRENGTH RIGHT, PLAY COVER 9 (TROJAN RIGHT)
1-3 DEFENSIVE BACKS STAY AT HOME
1-4 BUCK ALWAYS ALIGN LEFT AND WHIP ALWAYS ALIGN RIGHT
****1-5 BACK/MOTION LEFT, "ROCK/IT" THE LINE AND BUCK "OSKIE"
1-6 STRONG SAFETY AND COVER CORNER ALWAYS ALIGN LEFT AND FREE SAFETY AND CORNER ALWAYS ALIGN RIGHT
1-7 WHIP MAN COVER "Y" (U) WHEN HE "SLOW" BLOCKS AND IN COVER 9
1-8 ANY "OPEN" OR ALIGNED, "ONE-BACK" SETS, AUTO "BIRDIE"

SPECIAL ADJUSTMENTS:

1- VERSUS FULLHOUSE, STRENGTH IS LEFT
2- VERSUS "POWER-I", STRENGTH IS TO POWER
3- SHOULD A BACK SHIFT OUT OF BACKFIELD LEAVING TWO/BACKS IN THE BACKFIELD, THE "BACK/OUT" BECOMES "Z"
4- VERSUS EXTREMELY SHORT YARDAGE AND IN A MUST/STOP SITUATION, THE INSIDE LINEBACKER OPPOSITE THE LINE/CHARGE, ALIGN IN (DOWN) AND DEFEND THE BACK/SIDE "A" GAP; ONLY USED WITH ZONE DEFENSES

STAR COVER 39 STAY



LEFT OLB: Versus PAIR play tough into "Y"; when weak, squeeze; versus pas rush and contain; versus open sets auto "BIRDIE".

LEFT END: Slant right; pass, rush inside; open sets auto "BIRDIE".

LEFT ILB: Action to, control "C" gap out; action away, control your "A" gap; pass, defend hook; versus open sets auto "BIRDIE".

NOSE TACKLE: Slant right; pass, rush right; open sets auto "BIRDIE".

RIGHT ILB: Action to, control "B" gap; action away, attack left "A" gap; pass, defend hook; versus open sets auto "BIRDIE".

RIGHT END: Base control; pass, rush and contain; versus open sets auto "BIRDIE".

RIGHT OLB: When strength left, fill vs. run & defend flat vs. pass; when strength right, fill vs. run & rush vs. pass unless "Y" slow, then take "Y" vs. open sets auto "BIRDIE".

STRONG SAFETY: Align left; force; strong left defend flat; strong right level; versus open sets auto "BIRDIE".

FREE SAFETY: Align right; strong left defend middle 1/3; strong right defend right 1/2; versus open sets auto "BIRDIE".

COVER CORNER: Align left; strong left defend zone 1/3; strong right defend left 1/2; versus open sets auto "BIRDIE".

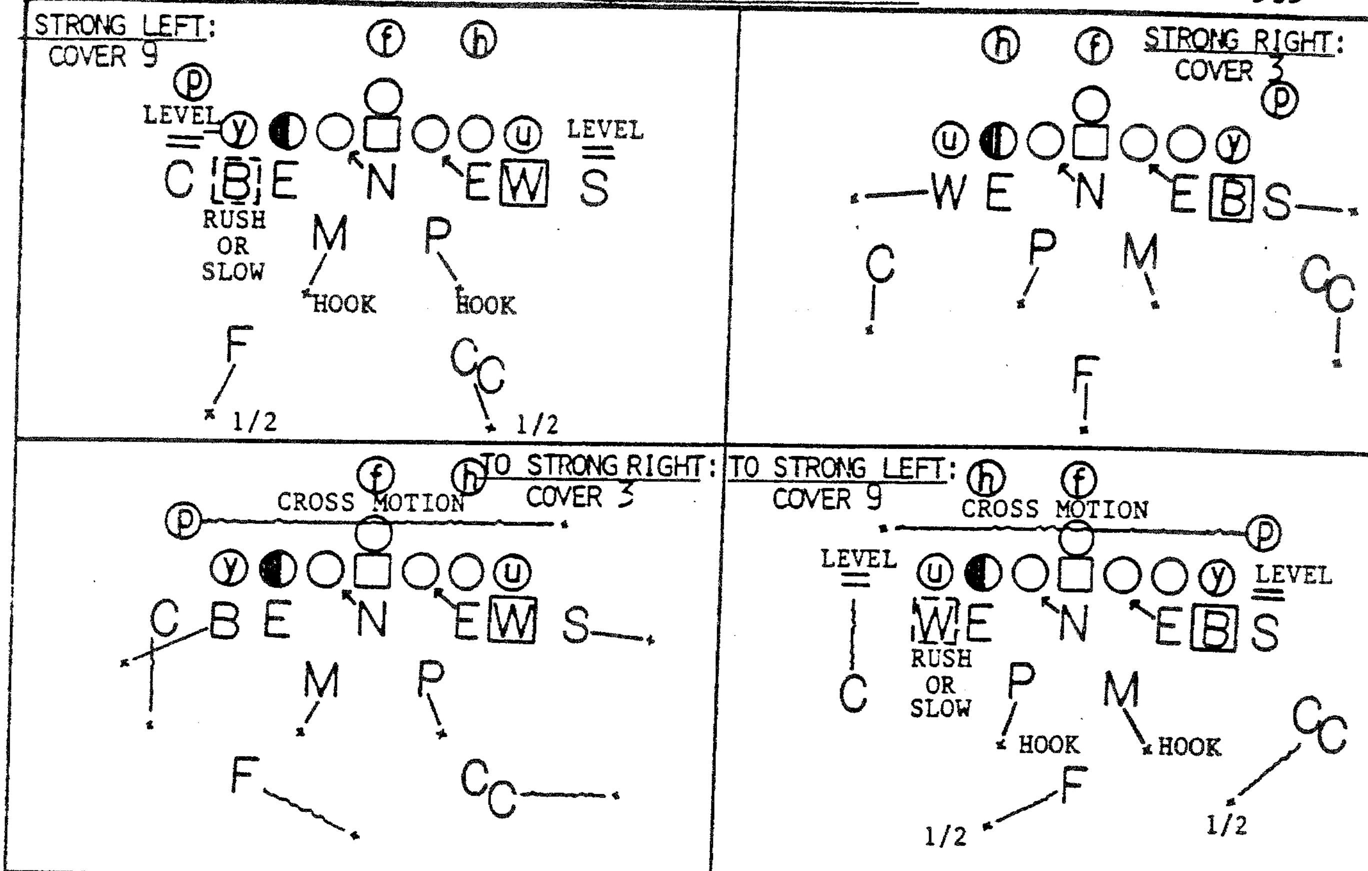
CORNER: Align right; force; strong left defend zone 1/3; strong right level; versus open sets auto "BIRDIE".

2- PORT COVER 93 STAY

2-1 LINE ALWAYS SLANT LEFT (PORT)
2-2 IF PASSING STRENGTH LEFT PLAY COVER 9 (TROJAN LEFT); IF PASSING STRENGTH RIGHT, PLAY COVER 3 (JUNGLE RIGHT)
2-3 DEFENSIVE BACKS STAY AT HOME
2-4 BUCK ALWAYS ALIGN RIGHT AND WHIP ALWAYS ALIGN LEFT
****2-5 BACK/MOTION RIGHT; "ROCK/IT" THE LINE AND BUCK "OSKIE"
2-6 STRONG SAFETY AND COVER CORNER ALWAYS ALIGN RIGHT AND FREE SAFETY AND CORNER ALWAYS ALIGN LEFT
2-7 WHIP MAN COVER "Y" (U) WHEN HE "SLOW" BLOCKS AND IN COVER 9
2-8 ANY "OPEN" OR ALIGNED, "ONE-BACK" SETS, AUTO "BIRDIE"

SPECIAL ADJUSTMENTS:

1- VERSUS FULLHOUSE, STRENGTH IS LEFT
2- VERSUS "POWER-I", STRENGTH IS TO POWER
3- SHOULD A BACK SHIFT OUT OF BACKFIELD LEAVING TWO/BACKS IN THE BACKFIELD, THE "BACK/OUT" BECOMES "Z"
4- VERSUS EXTREMELY SHORT YARDAGE AND IN A MUST/STOP SITUATION, THE INSIDE LINEBACKER OPPOSITE THE LINE/CHARGE, ALIGN IN (DOWN) AND DEFEND THE BACK/SIDE "A" GAP; ONLY USED WITH ZONE DEFENSES



LEFT OLB: When strength left, fill vs. run & rush vs. pass unless "Y" sl… then take "Y"; when strength right, fill vs. run & defend flat vs. pass; vs. open sets auto "BIRDIE".

LEFT END: Base control; pass, rush and contain; versus open sets auto "BIRDIE".

LEFT ILB: Action to control "B" gap; action away, attack right "A" gap; pass, defend hook; versus open set auto "BIRDIE".

NOSE TACKLE: Slant left; pass, rush left; open sets auto "BIRDIE".

RIGHT ILB: Action to, control "C" gap out; action away, control your "A' gap; pass, defend hook; versus open sets auto "BIRDIE".

RIGHT END: Slant left; pass, rush inside; open sets auto "BIRDIE".

RIGHT OLB: When weak, squeeze; versus PAIR play tough into "Y"; versus open sets auto "BIRDIE".

STRONG SAFETY: Align right; force; strong right defend flat; strong left level; versus open sets auto "BIRDIE".

FREE SAFETY: Align left; strong left defend left 1/2; strong right defend middle 1/3; versus open sets auto "BIRDIE".

COVER CORNER: Align right; strong left defend left 1/2; strong right defend zone 1/3; versus open sets auto "BIRDIE".

CORNER: Align left; force; strong left defend left 1/2; strong right defend zone 1/3; versus open sets auto "BIRDIE".

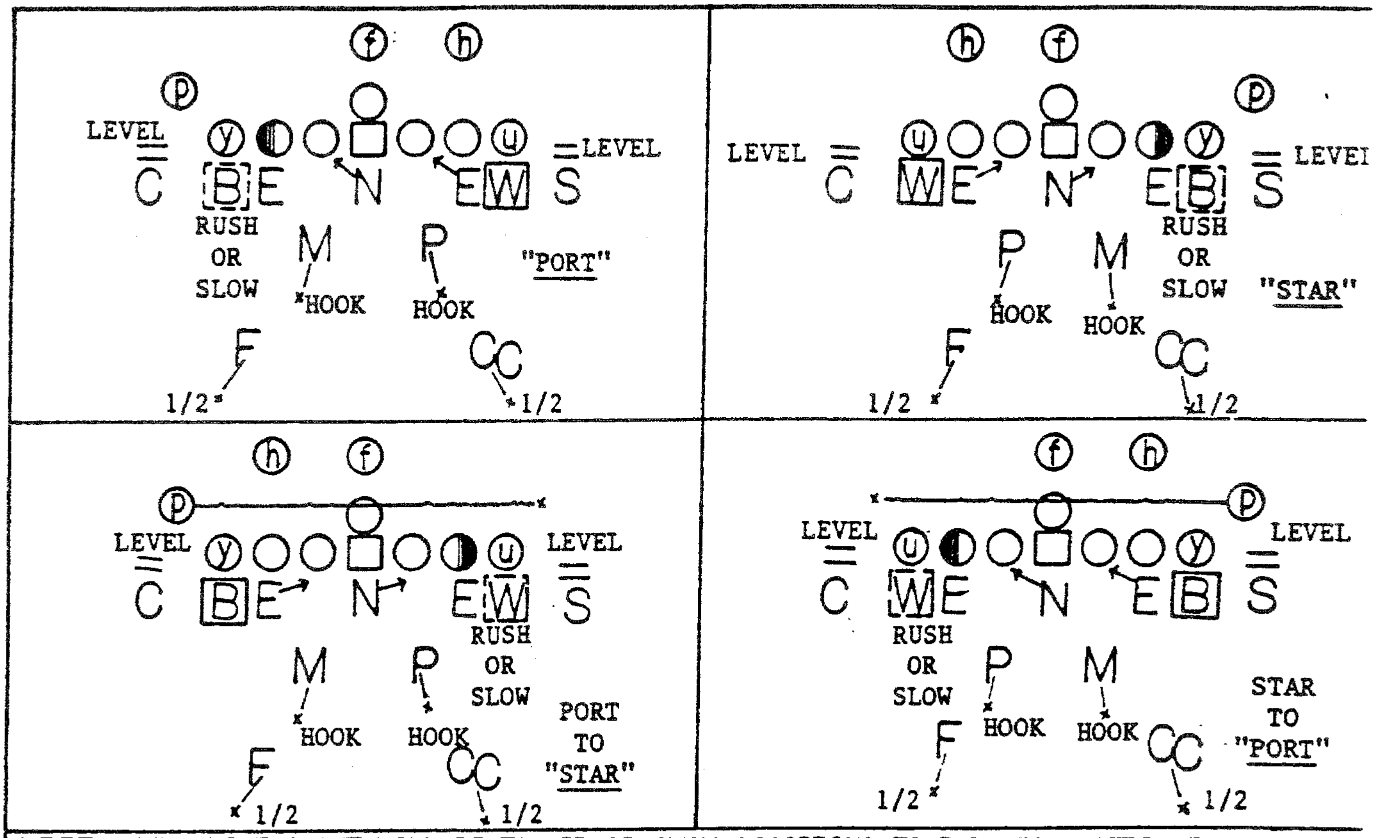
3- SLANT/STRONG COVER 9/STAY

3-1 LINE/SLANT (PORT/STAR) TO FORMATION/STRENGTH; AS STRENGTH CHANGES, SO WILL LINE/SLANT
3-2 WHIP ALIGN RIGHT AND BUCK ALIGN LEFT; KNOW THE DIRECTION OF THE LINE/SLANT, IF IT'S TO YOU PLAY FLUSH AND IF AWAY SQUEEZE/FLAME (IF SLANT TO YOU RUSH PASS, EXCEPT TAKE "Y" SLOW)
3-3 STRONG SAFETY ALIGN RIGHT AND LEVEL (IF LINE/SLANT TO YOU FORCE, IF AWAY BOUNCE)
3-4 COVER/CORNER ALIGN RIGHT AND PLAY ZONE 1/2 (IF LINE/SLANT TO YOU STRONG SAFETY WILL FORCE AND IF AWAY, PLAY WILL BE BOUNCED)
3-5 CORNER ALIGN LEFT AND LEVEL (IF LINE/SLANT TO YOU FORCE, IF AWAY BOUNCE)
3-6 FREE SAFETY ALIGN LEFT AND PLAY ZONE 1/3 (IF LINE/SLANT TO YOU CORNER WILL FORCE AND IF AWAY, PLAY WILL BE BOUNCED)
3-7 ANY "OPEN" OR ALIGNED, "ONE-BACK" SETS, AUTO "BIRDIE" ---- DEFENSIVE BACKS, BUCK AND WHIP TAKE NORMAL ALIGNMENT

SPECIAL ADJUSTMENTS

1- VERSUS FULLHOUSE, STRENGTH IS LEFT
2- VERSUS "POWER-I", STRENGTH IS TO POWER
3- SHOULD A BACK SHIFT OUT OF BACKFIELD LEAVING TWO/BACKS IN THE BACKFIELD, THE "BACK/OUT" BECOMES "Z"
4- VERSUS EXTREMELY SHORT YARDAGE AND IN A MUST/STOP SITUATION, THE INSIDE LINEBACKER OPPOSITE THE LINE/CHARGE, ALIGN IN (DOWN) AND DEFEND THE BACK/SIDE "A" GAP; ONLY USED WITH ZONE DEFENSES

SLANT STRONG COVER 9/STAY



LEFT OLB: LINE SLANT WILL BE TOWARD OR AWAY ACCORDING TO FORMATION STRENGTH; TOWARD, FILL, RUSH AND TAKE SLOW; AWAY, SQUEEZE; AUTO "BIRDIE" VERSUS OPEN SETS.

LEFT END: LINE SLANT WILL BE TOWARD OR AWAY ACCORDING TO FORMATION STRENGTH. RUSH OR SLANT TECHNIQUE DEPENDING ON CALL; AUTO "BIRDIE" VERSUS OPEN SETS.

LEFT ILB: LINE SLANT WILL BE TOWARD OR AWAY ACCORDING TO FORMATION STRENGTH. GAP RESPONSIBILITY WILL VARY WITH SLANT DIRECTION; PASS, DEFEND HOOK; AUTO "BIRDIE" VERSUS OPEN SETS.

NOSE TACKLE: LINE SLANT WILL BE RIGHT OR LEFT ACCORDING TO FORMATION STRENGTH; AUTO "BIRDIE" VERSUS OPEN SETS.

RIGHT ILB: LINE SLANT WILL BE TOWARD OR AWAY ACCORDING TO FORMATION STRENGTH. GAP RESPONSIBILITY WILL VARY WITH SLANT DIRECTION; PASS, DEFEND HOOK; AUTO "BIRDIE" VERSUS OPEN SETS.

RIGHT END: LINE SLANT WILL BE TOWARD OR AWAY ACCORDING TO FORMATION STRENGTH. BASE OR SLANT TECHNIQUE DEPENDING ON CALL; AUTO "BIRDIE" VERSUS OPEN SETS.

RIGHT OLB: LINE SLANT WILL BE TOWARD OR AWAY ACCORDING TO FORMATION STRENGTH; TOWARD FILL, RUSH AND TAKE SLOW; AWAY, SQUEEZE; AUTO "BIRDIE" VERSUS OPEN SETS.

STRONG SAFETY: ALIGN RIGHT; FORCE; PASS, LEVEL; AUTO "BIRDIE" VERSUS OPEN SETS.

FREE SAFETY: ALIGN LEFT; DEFEND 1/2 (ALERT BOUNCE); AUTO "BIRDIE" VERSUS OPEN SETS.

COVER CORNER: ALIGN RIGHT; DEFEND 1/2 (ALERT BOUNCE); AUTC "BIRDIE" VERSUS OPEN SETS.

CORNER: ALIGN LEFT; FORCE; PASS, LEVEL; AUTO "BIRDIE" VERSUS OPEN SETS.

5- DOUBLE/STUD COVER FRED

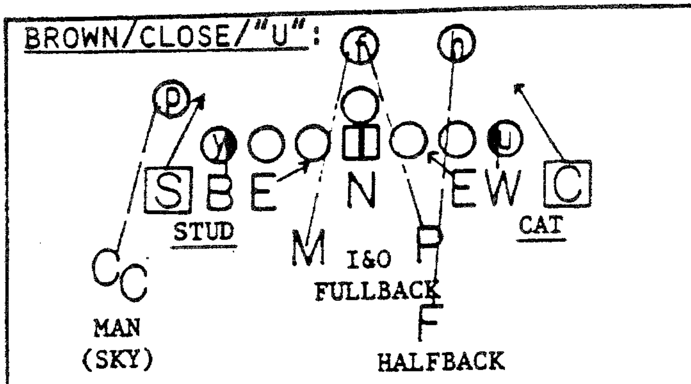
5-1 STUD/CAT BOTH SIDES; IF OPEN SQUEEZE/FLAME
5-2 LINE IS WOODY/WOODY
5-3 OUTSIDE LINEBACKERS PLAY FLUSH INTO MAN LEAVING SOFT "C"
****5-4 MIKE AND PLUGGER "I & O" THE FULLBACK; VERSUS ONE/BACK SETS (BY MOTION/SHIFT/ALIGNMENT) "I & O" THE REMAINING/BACK
5-5 FREE SAFETY MAN THE HALFBACK (TAILBACK VERSUS GREEN) VERSUS TWO/BACK SETS; TAKE ALL WINGS BY MOTION/SHIFT/ALIGNMENT
5-6 PLAY BIRDIE VERSUS "4/WIDES", "Q" AND "S" FORMATIONS

SPECIAL ADJUSTMENTS:

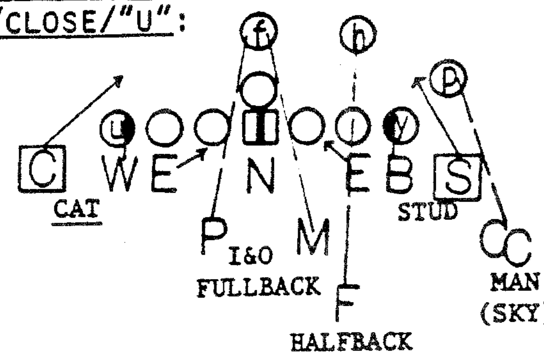
1- VERSUS FULLHOUSE, STRENGTH IS LEFT
2- VERSUS "POWER-I", STRENGTH IS TO POWER
3- SHOULD A BACK SHIFT OUT OF BACKFIELD LEAVING TWO/BACKS IN THE BACKFIELD THE "BACK/OUT" BECOMES "Z"
4- VERSUS EXTREMELY SHORT YARDAGE AND IN A MUST/STOP SITUATION, THE INSIDE/LINEBACKER OPPOSITE THE LINE/CHARGE, ALIGN IN (DOWN) AND DEFEND THE BACK/SIDE "A" GAP; ONLY USED WITH ZONE DEFENSES

DOUBLE STUD COVER FRED

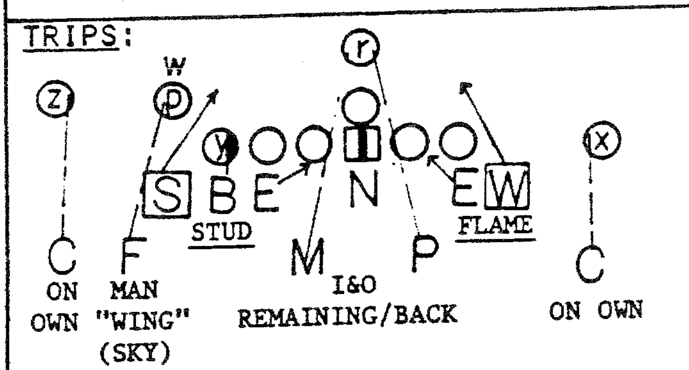
BROWN/CLOSE/"U":



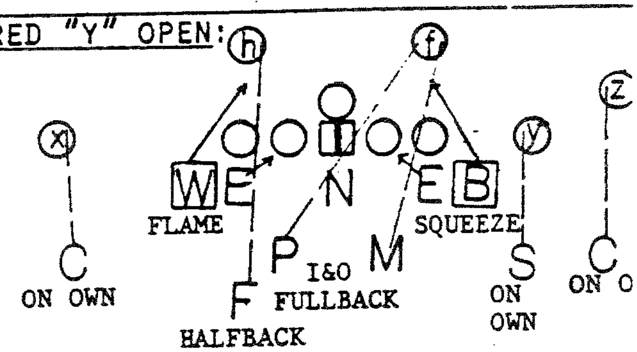
BLUE/CLOSE/"U":



TRIPS:



RED "Y" OPEN:



BUCK: STUD; WHEN IN SPACE SQUEEZE.

LEFT END: WOODY/WOODY

MIKE: WOODY/WOODY LINE; "I & O" FULLBACK (REMAINING/BACK) WITH PLUGGER.

NOSE: BASE; LINE IS WOODY/WOODY.

PLUGGER: LINE IS WOODY/WOODY; I & O FULLBACK (REMAINING/BACK) WITH MIKE.

RIGHT END: WOODY/WOODY

WHIP: CAT; WHEN IN SPACE FLAME.

STRONG SAFETY: STUD; "Y" OPEN ("S") PLAY MAN.

FREE SAFETY: TWO/BACKS: MAN HALFBACK; ONE/BACK: TAKE ALL WINGS.

COVER CORNER: CLOSE/SETS: MAN PAIR; OPEN/SETS: PLAY LEFT/RIGHT MAN COVERAGE "ON/OWN".

CORNER: CLOSE/SETS: CAT; OPEN/SETS: PLAY LEFT/RIGHT MAN COVERAGE "ON/OWN".

STUD/DOG COVER 2 (BOW/WOW)

1- "STUD" SOLID AND FLAME FLEX; IF TX(U), CORNER "CAT"; IF "Y" OPEN OR DEEP STRONG SAFETY COVER HIM AND BUCK SQUEEZE

2- ENDS RUSH INSIDE AND NOSE INTO CENTER (NOSE CAN THEN WORK SOLID)

3- LINE AND INSIDE/LINEBACKERS PLAY BASE READ VERSUS RUN

4- FREE SAFETY ALERT FLEX SIDE RUN

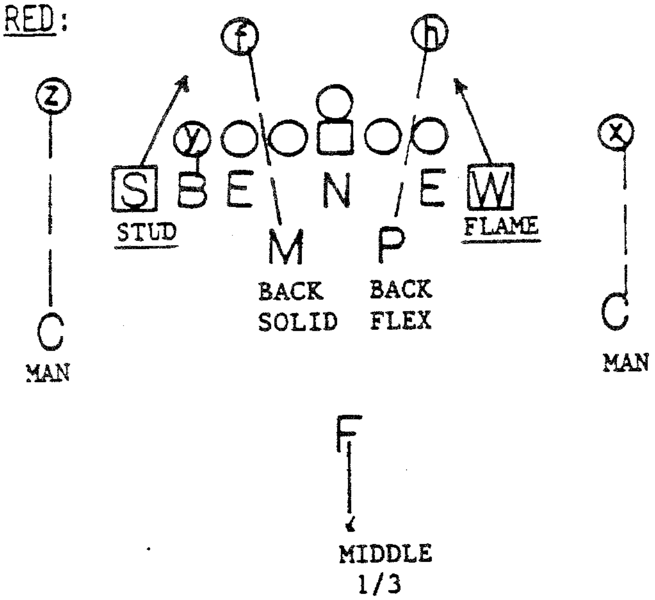
5- MIKE AND PLUGGER "I & O" ALL TWO-BACK SETS (MIKE ALERT BACK/ SOLID)

6- VERSUS ALIGNED, SHIFTED OR MOTIONED TO "ONE-BACK" SET, AUTO "SWITCH/FRANK" (PORT/STAR: SLANT TO THE WING) ALERT "BLOOD" SITUATIONS)

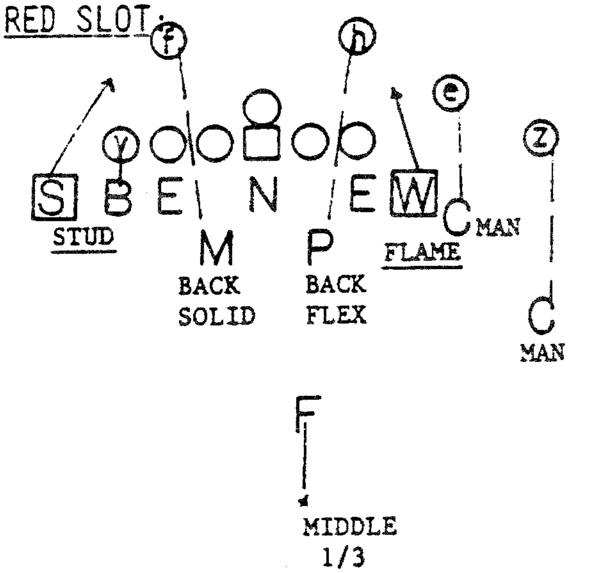
****7- PLAY THE CALL VERSUS "U"

STUD/DOG COVER 2

RED:



RED SLOT:



BUCK: STUD; IF OPEN, SQUEEZE; AUTO "SWITCH-FRANK" VERSUS ONE-BACK SETS.

SOLID END: BASE, UNLESS OTHERWISE CALLED, PASS RUSH INSIDE; AUTO "SWITCH-FRANK" VERSUS ONE-BACK SETS (ANGLE).

MIKE: MAN COVER BACK SOLID; IF BROWN, GREEN OR BLUE "I & O" WITH PLUGGER; ALERT "SWITCH-FRANK" VERSUS ONE-BACK SET.

NOSE: BASE, PASS, "CHANGE" SOLID; ALERT "SWITCH-FRANK" VERSUS ONE-BACK SET.

PLUGGER: MAN COVER BACK FLEX; IF BROWN, GREEN OR BLUE "I & O" WITH MIKE; "PEEL" VERSUS "SLOW"; ALERT "SWITCH-FRANK" VERSUS ONE-BACK SET.

FLEX END: BASE, UNLESS OTHERWISE CALLED, PASS RUSH INSIDE; AUTO "SWITCH-FRANK" VERSUS ONE-BACK SETS (ANGLE).

WHIP: FLAME: VERSUS TX(U), CAT; AUTO "SWITCH-FRANK" VERSUS ONE-BACK SET.

STRONG SAFETY: STUD; "Y" OPEN, COVER HIM; ONE-BACK SET GOES "SWITCH-FRANK".

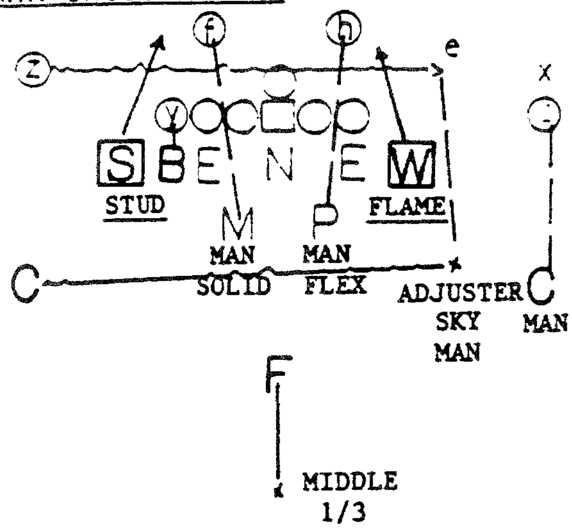
FREE SAFETY: DEFEND MIDDLE 1/3.

STRONG CORNER: MAN COVER NUMBER ONE STRONG (COVER 2).

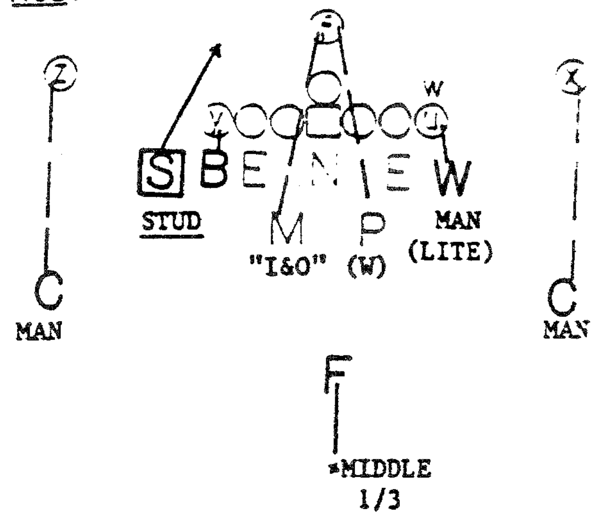
WEAK CORNER: MAN COVER NUMBER ONE WEAK (COVER 2); VERSUS TX(U) CAT.

STUD-DOG COVER 2 ADJUSTMENTS

FLANK CROSS MOTION:

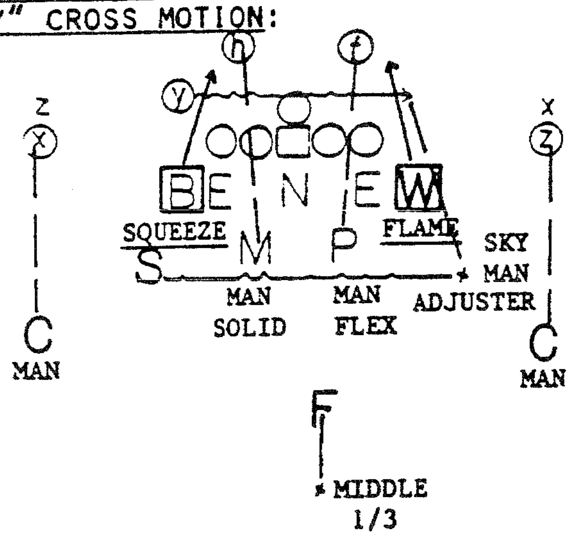


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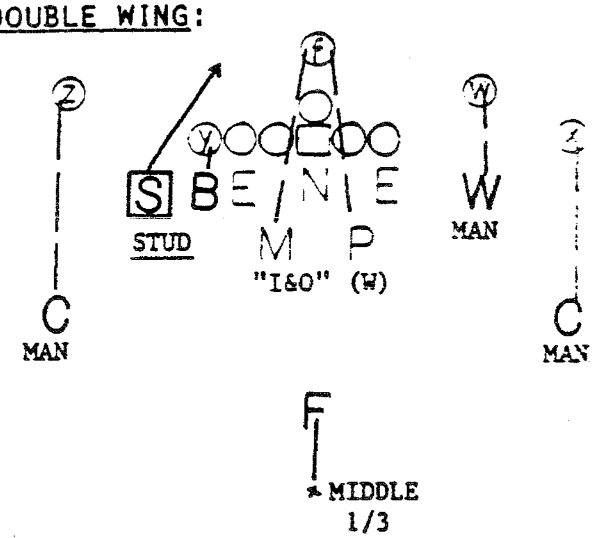


****AUTO SWITCH FRANK

"Y" CROSS MOTION:

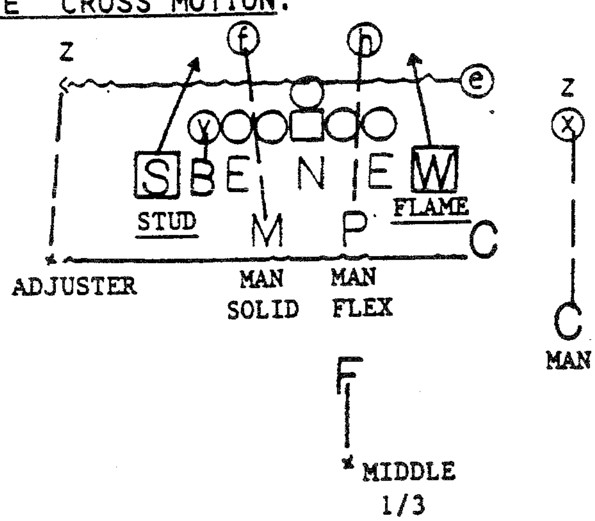


DOUBLE WING:

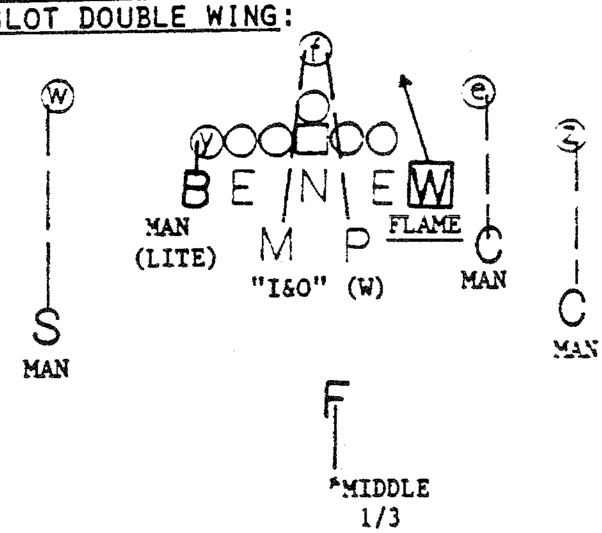


****AUTO SWITCH FRANK

"E" CROSS MOTION:



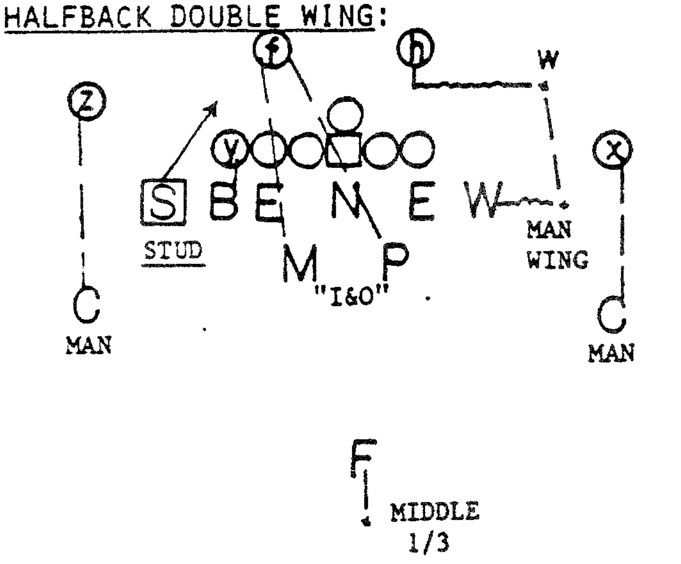
SLOT DOUBLE WING:



****AUTO SWITCH FRANK

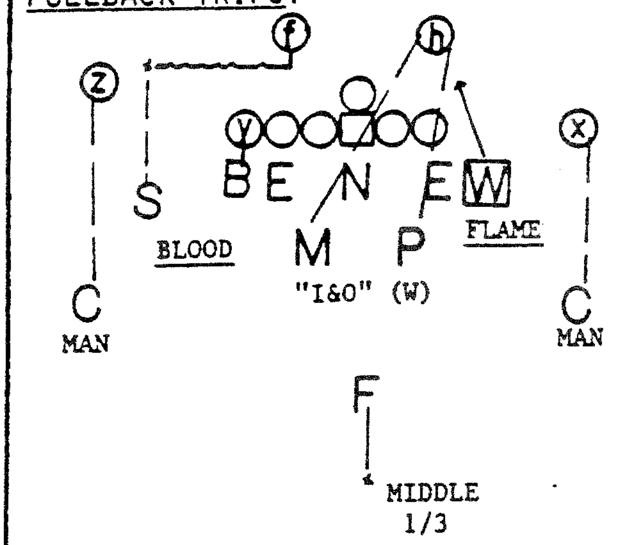
STUD/DOG COVER 2 ADJUSTMENTS

HALFBACK DOUBLE WING:



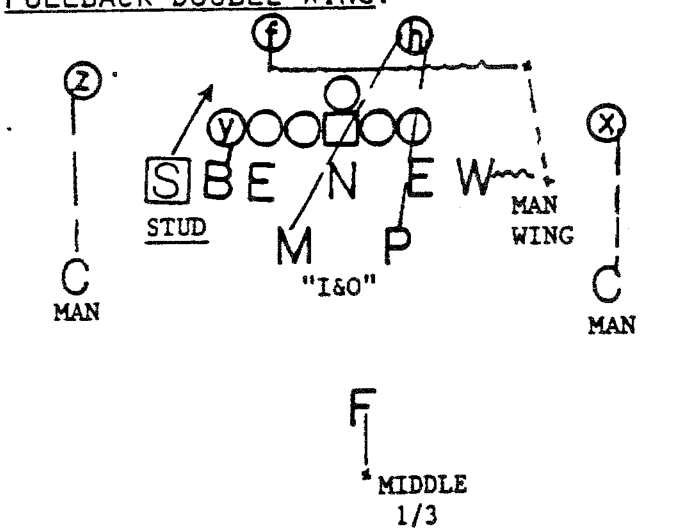
****AUTO SWITCH-FRANK

FULLBACK TRIPS:



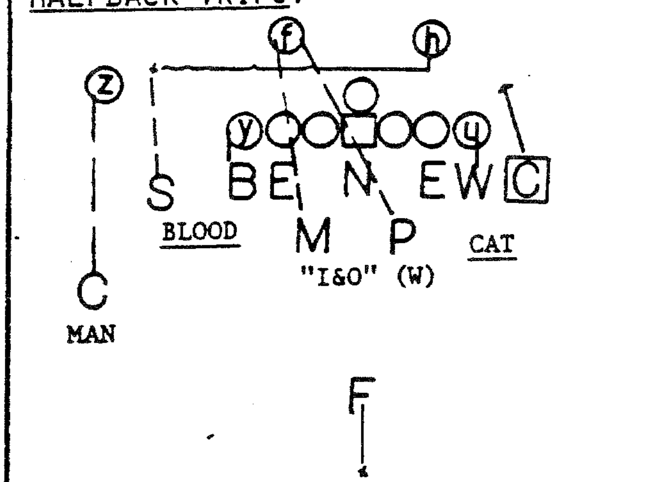
****AUTO SWITCH-FRANK

FULLBACK DOUBLE WING:



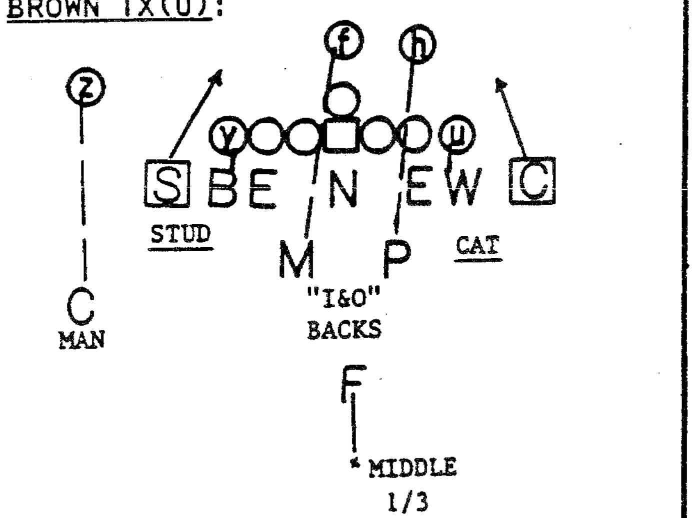
****AUTO SWITCH-FRANK

HALFBACK TRIPS:

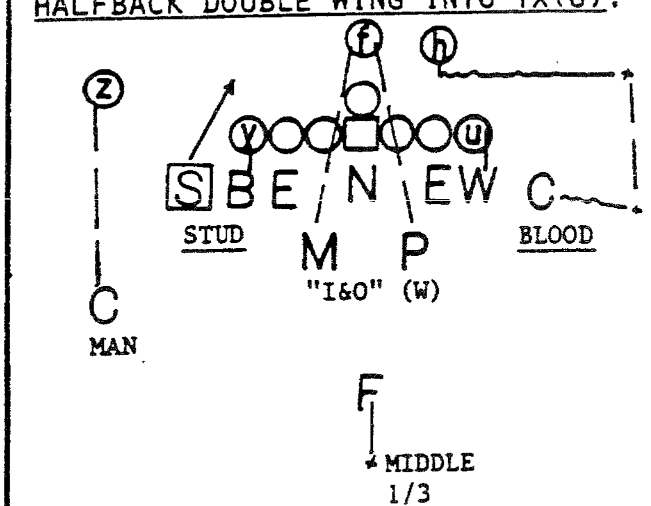


****AUTO SWITCH-FRANK

BROWN TX(U):



HALFBACK DOUBLE WING INTO TX(U):



****AUTO SWITCH-FRANK

(EL) FOX (POSSIBLE BASE/FOX TOO)

1- SOLID/END AND ELEPHANT "SPY/FAR/BACK", SHOULD YOU GET A "JET" CALL, "JET/SPY" FAR/BACK; FLEX/END REDUCE AND RUSH "B" GAP; NOSE RUSH/SOLID

2- MIKE BLITZ THROUGH THE "B" SHOULDER OF GUARD

3- FREE SAFETY BLITZ THE "FLEX/A/GAP"

4- STRONG SAFETY AND PLUGGER "PEEL/BLITZ" THE NEAR/BACK

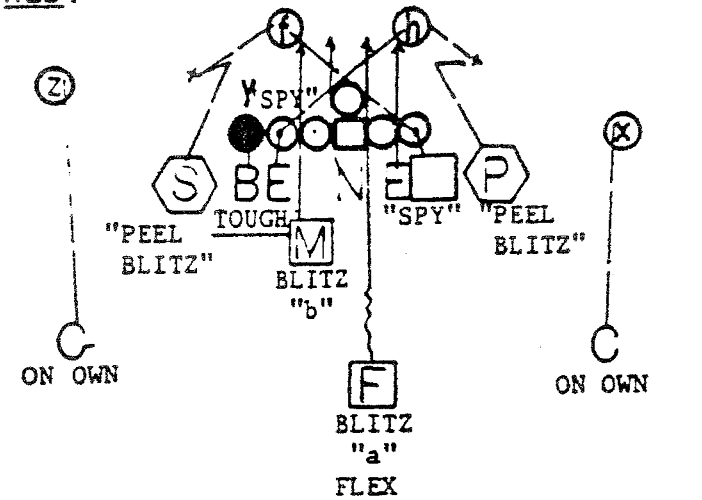
5- "Y" OPEN (S) OR CROSS, BUCK PEEL/BLITZ AND STRONG SAFETY COVER THE "Y"; TOUGH PLUGGER VERSUS "Y" CROSS/SHIFT AND PEEL/BLITZ THE NEW/SOLID/SIDE

6- ANY MOTION BY NEAR/BACK IS HANDLED BY THE "PEEL/BLITZER"; CALL "JET" TO END WHEN ADJUSTING

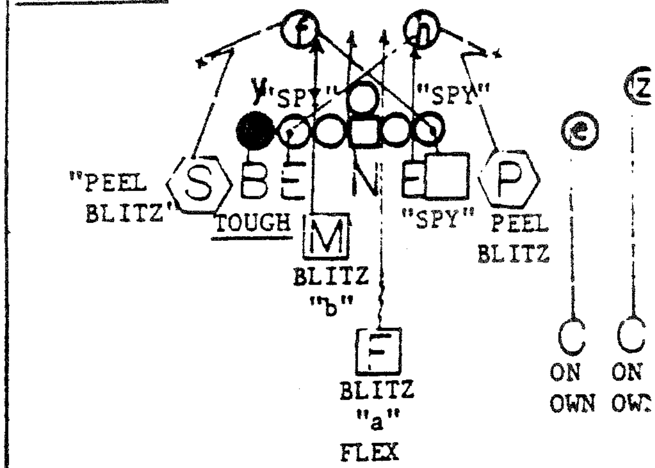
****7- ALIGNED "ONE/BACK/SET": AUTO "BUZZ/BUZZ" WHEN BASE AND "SALLY" WHEN ELEPHANT

(ELEPHANT) FOX

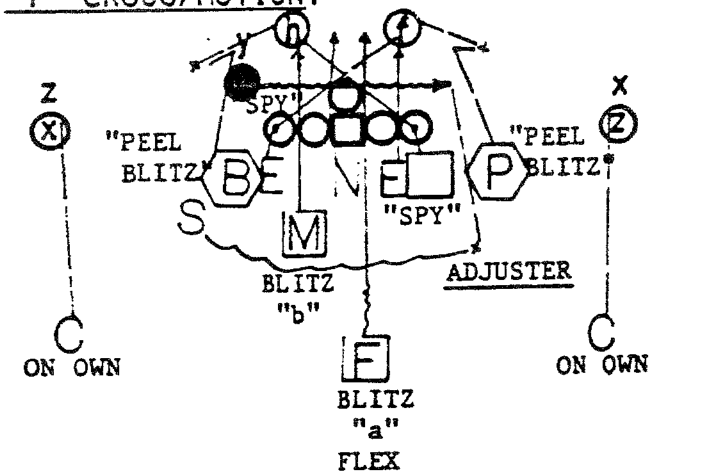
RED:



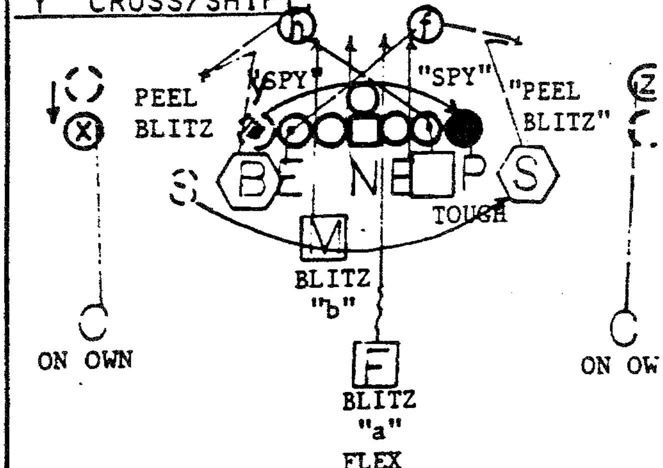
RED/SLOT:



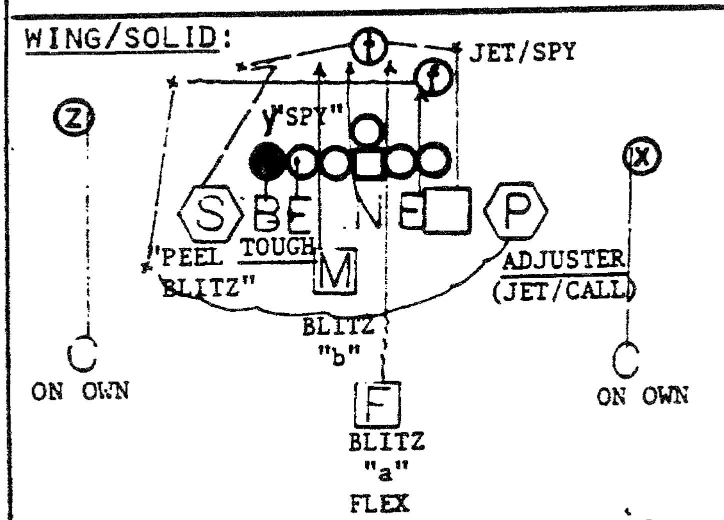
"Y" CROSS/MOTION:



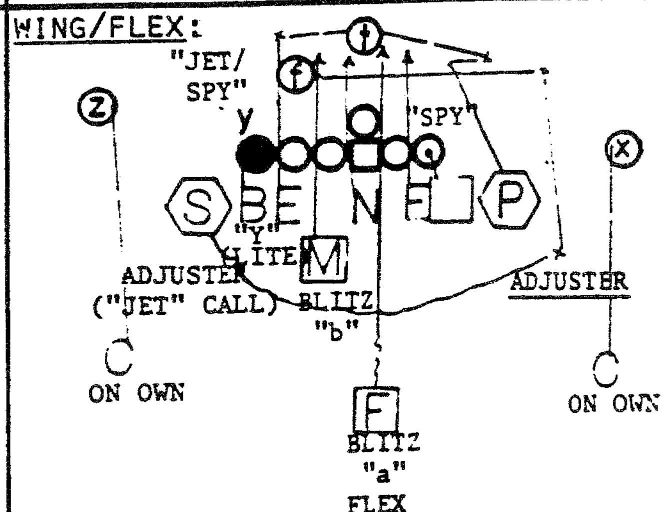
"Y" CROSS/SHIFT:



WING/SOLID:

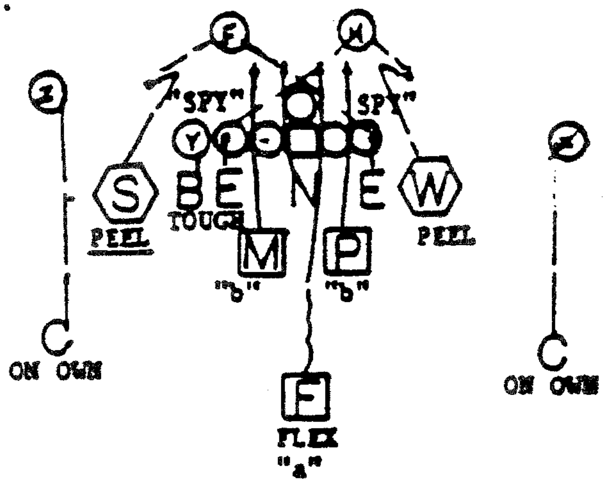


WING/FLEX:

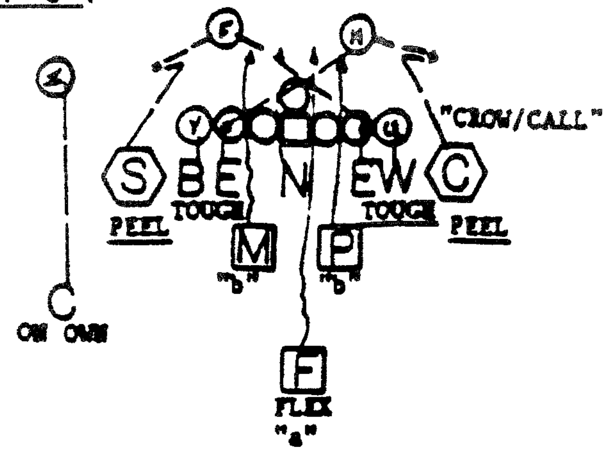


FOX

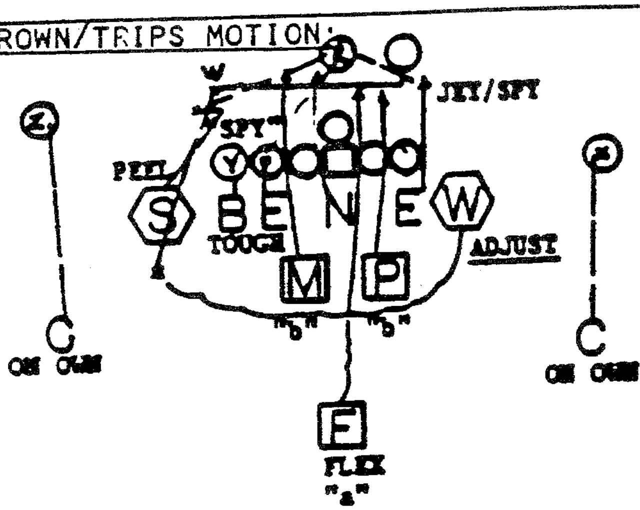
RED:



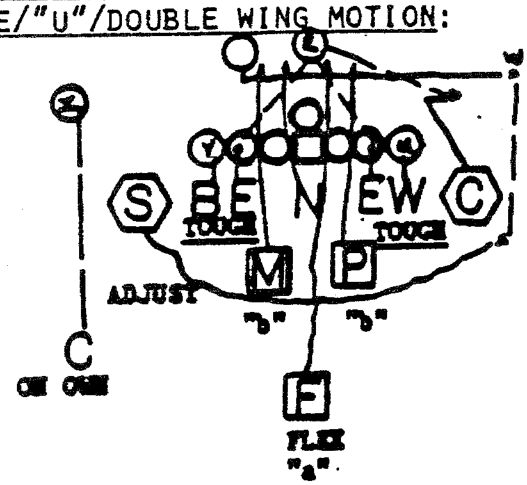
RED/"U":



BROWN/TRIPS MOTION:

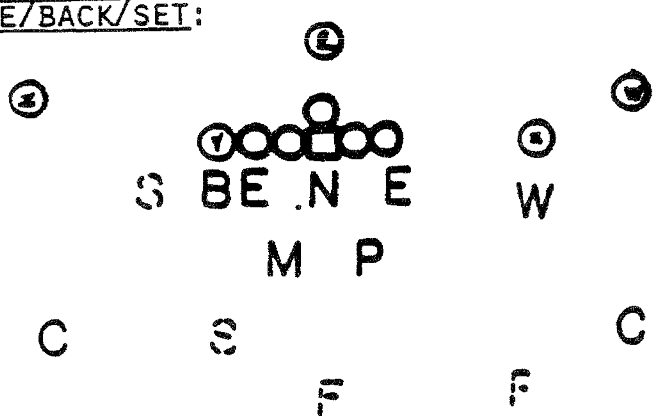


BLUE/"U"/DOUBLE WING MOTION:



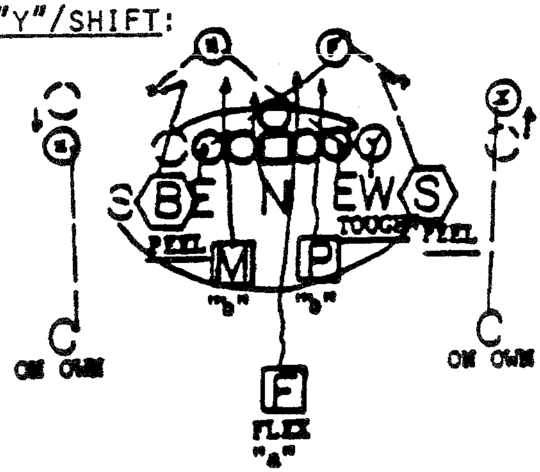
****IF "Y" OPEN, BUCK TAKE FB MOTION FLEX

ONE/BACK/SET:



****RED/ZONE: AUTO "BUZZ/BUZZ"

RED "Y"/SHIFT:



OVER COVER SABER/SUN (ARIZONA)

****1- STRONG SAFETY SUN SOLID; FREE SAFETY HAS "Y" UP AND INSIDE (FLAT LOOK TO "Z") ---- FREE SAFETY TAKE "Y" CROSS SHIFT/ MOTION, LIGHTNING WITH WHIP

2- BUCK ALWAYS IN CHARGE AND OSKIE (OX); MIKE IN COVERAGE

3- VERSUS TX(U) CORNER "CAT" (ONE/BACK SHIFT OR MOTION, "CAT" STAYS ON)

4- "Y" CROSS MOTION/SHIFT, STRONG SAFETY STAY "SUN" AND FREE SAFETY TAKE "Y" LIGHTNING/MAN

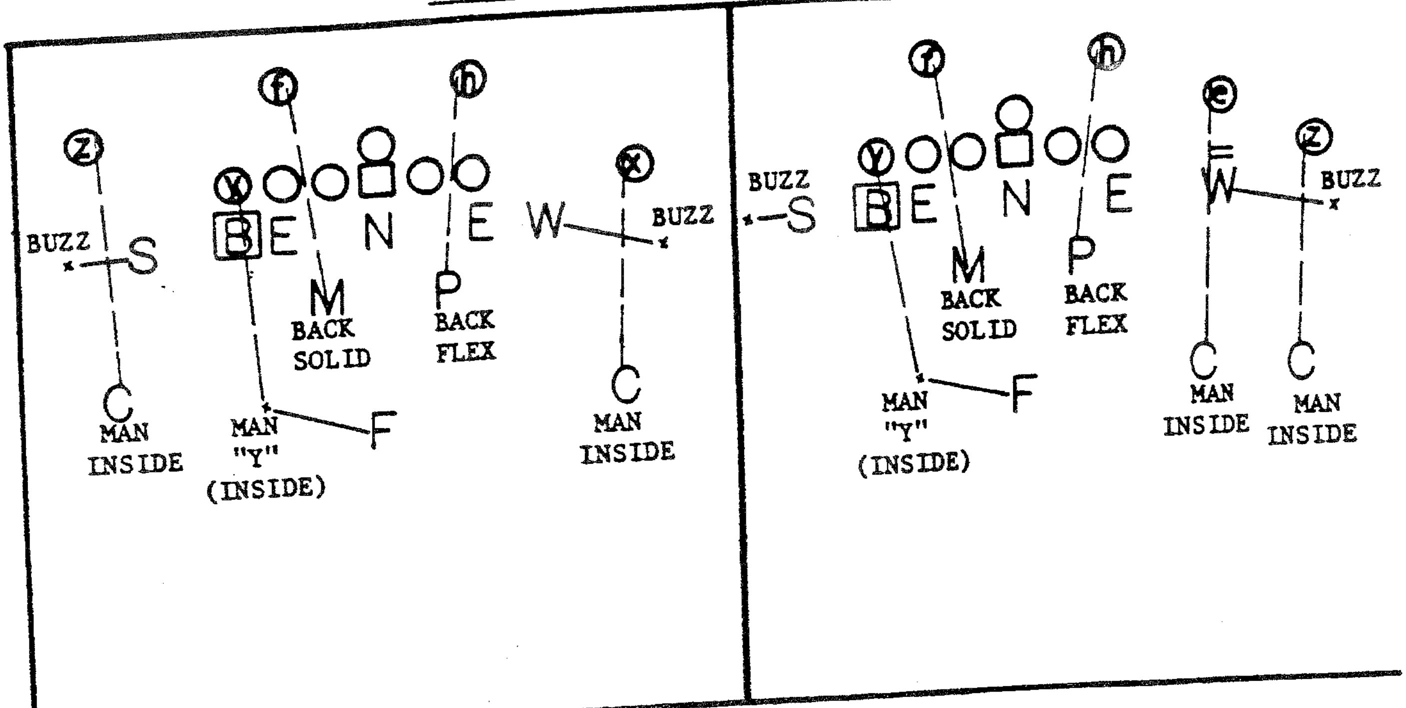
****5- "Y" OPEN AUTO "BUZZ/BUZZ"

6- SHIFTED, MOTIONED OR ALIGNED "ONE-BACK" SET AUTO "BUZZ/BUZZ" (ALERT REMAINING/BACK SET FLEX)

****7- BROWN AND GREEN AUTO "BUZZ/BUZZ"

****8- ALERT "KICK/BRACKET" SITUATIONS ("BLOODIE" CALL TO THE OUTSIDE LINEBACKER) WHEN IN "BUZZ/BUZZ"

OVER COVER SABER/SUN



LINE: BASE

BUCK: OSKIE OR OX; BROWN, SQUEEZE OR AX; WHEN IN SPACE SQUEEZE; ALERT BUZZ/BUZZ.

MIKE: LINE IS BASE; MAN OR I & O BACK/SOLID; SQUEEZE BROWN; BUZZ/BUZZ VERSUS ALL ALIGNED, SHIFTED OR MOTIONED TO ONE/BACK SETS.

PLUGGER: LINE IS BASE; MAN OR I & O BACK/FLEX; ALERT CAT VERSUS TX(U); ALERT BUZZ/BUZZ.

WHIP: BUZZ AND FORCE WHEN IN SPACE; VERSUS SLOT, RED OR BLUE, BUZZ OFF OF "E", GREEN OR BROWN, BUZZ FROM NORMAL/ALIGNMENT; ALERT BUZZ/BUZZ.

STRONG CORNER: FLANKER, MAN/INSIDE UNLESS FLANKER CLOSE, THEN MAN OUTSIDE; SLOT, MAN INSIDE WHEN WHIP OR "E", "E" UNCOVERED, TOUGH "Z"; ALERT BUZZ/BUZZ.

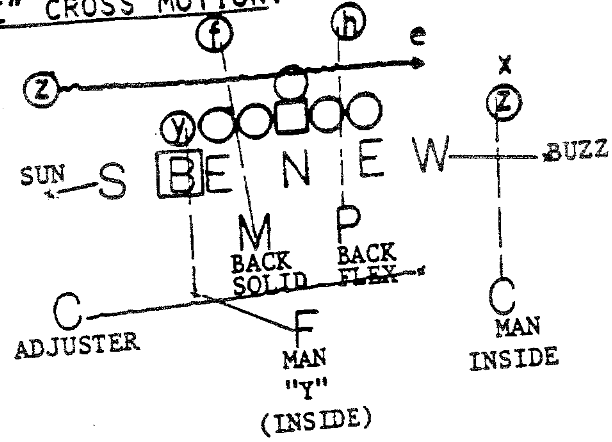
STRONG SAFETY: SUN; "Y" CROSS MOTION/SHIFT STAY IN SUN; BUCK WILL SQUEEZE VERSUS BROWN; ALERT BUZZ/BUZZ.

FREE SAFETY: MAN "Y" INSIDE; "Y" CROSS SHIFT/MOTION, TAKE HIM LIGHTNING; BUZZ/BUZZ VERSUS ALIGNED, SHIFTED OR MOTIONED TO ONE/BACK SET.

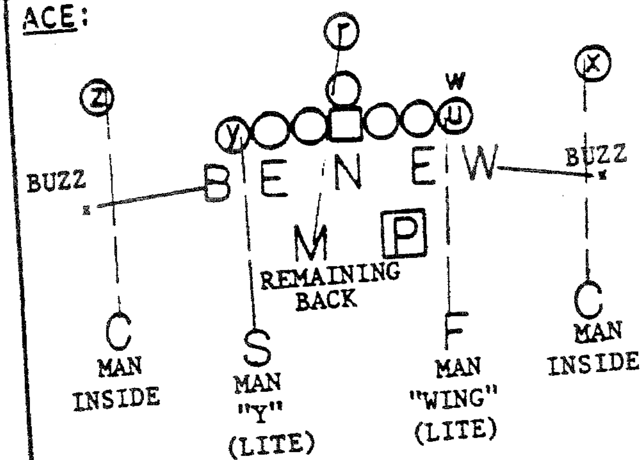
WEAK CORNER: FLANKER, MAN/INSIDE, TX(U) CAT; SLOT, MAN/INSIDE; ALERT BUZZ/BUZZ.

OVER COVER SABER/SUN ADJUSTMENTS

"Z" CROSS MOTION:

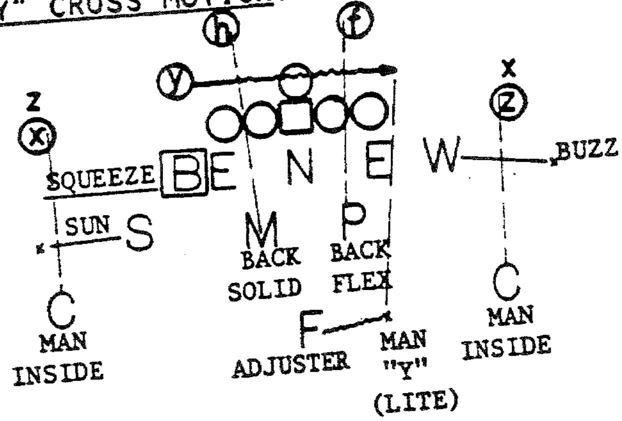


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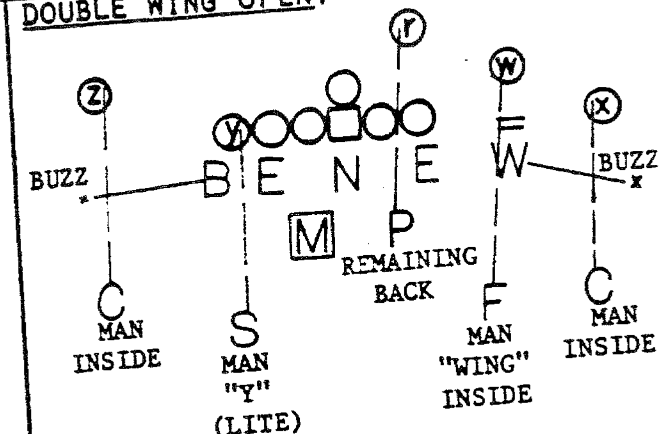


****AUTO BUZZ/BUZZ

"Y" CROSS MOTION:

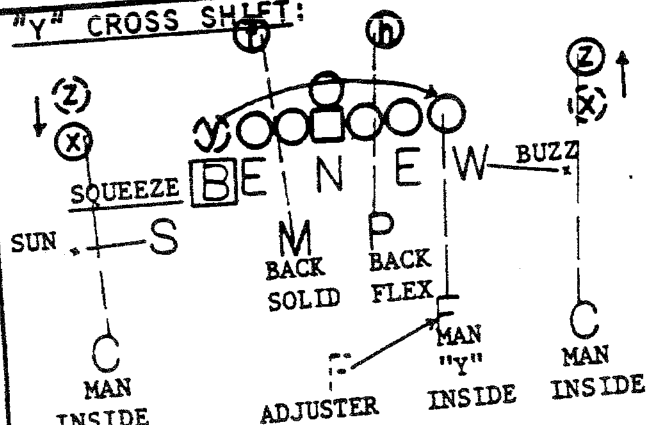


DOUBLE WING OPEN:

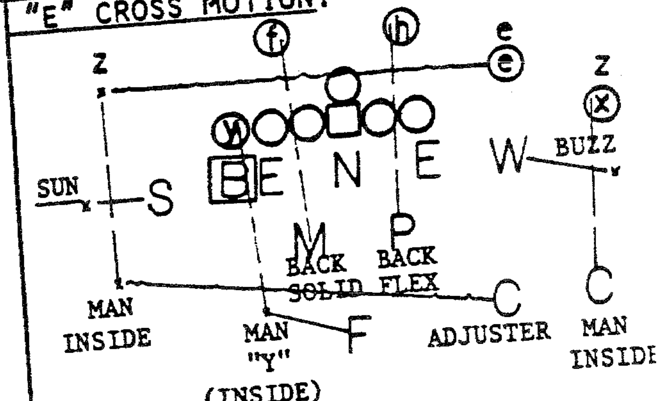


****AUTO BUZZ/BUZZ

"Y" CROSS SHIFT:

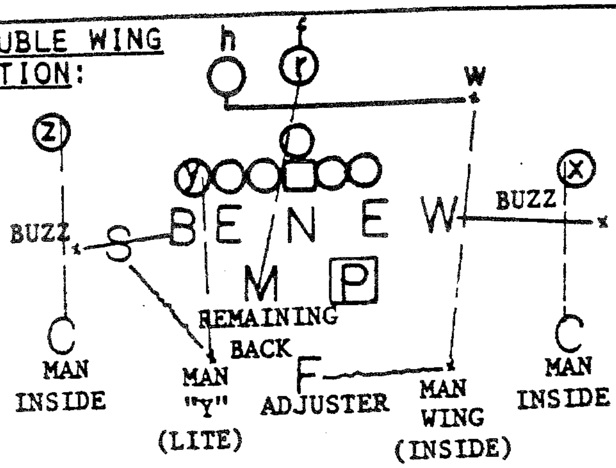


"E" CROSS MOTION:



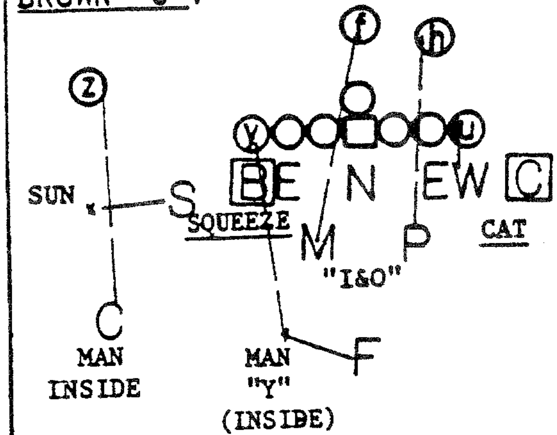
OVER COVER SABER/SUN ADJUSTMENTS

DOUBLE WING MOTION:

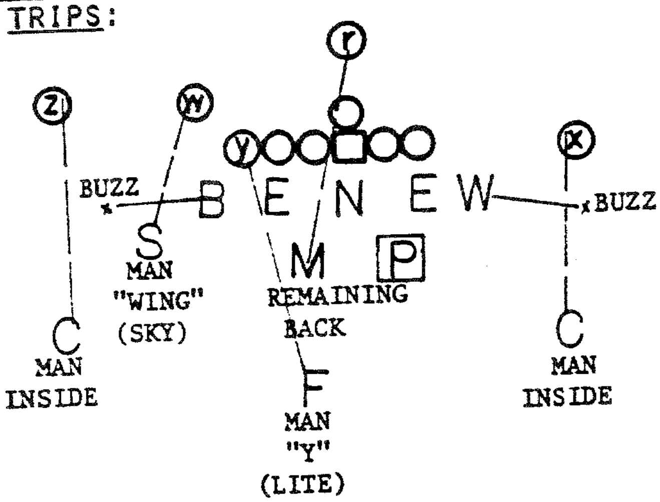


****AUTO "BUZZ/BUZZ"

BROWN "U":

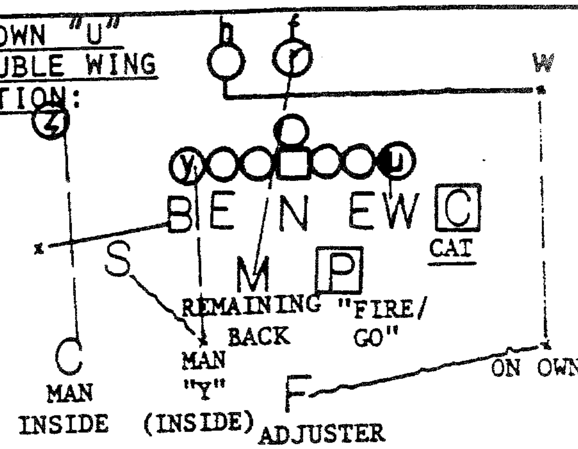


TRIPS:



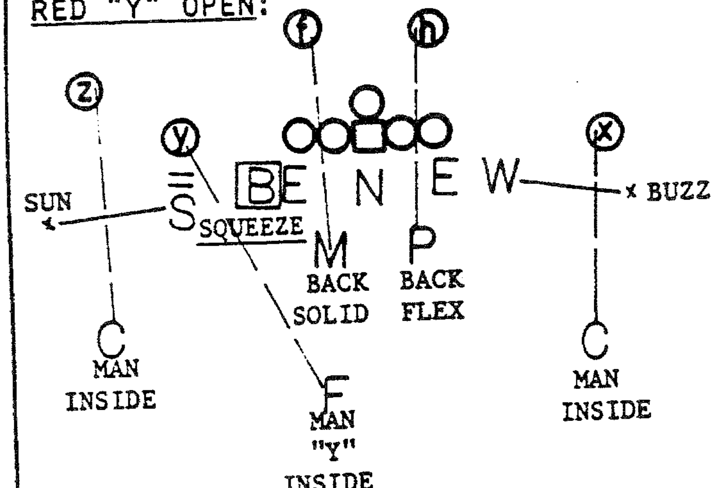
****AUTO "BUZZ/BUZZ"

BROWN "U" DOUBLE WING MOTION:

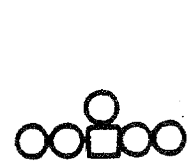


****AUTO "BUZZ/BUZZ"

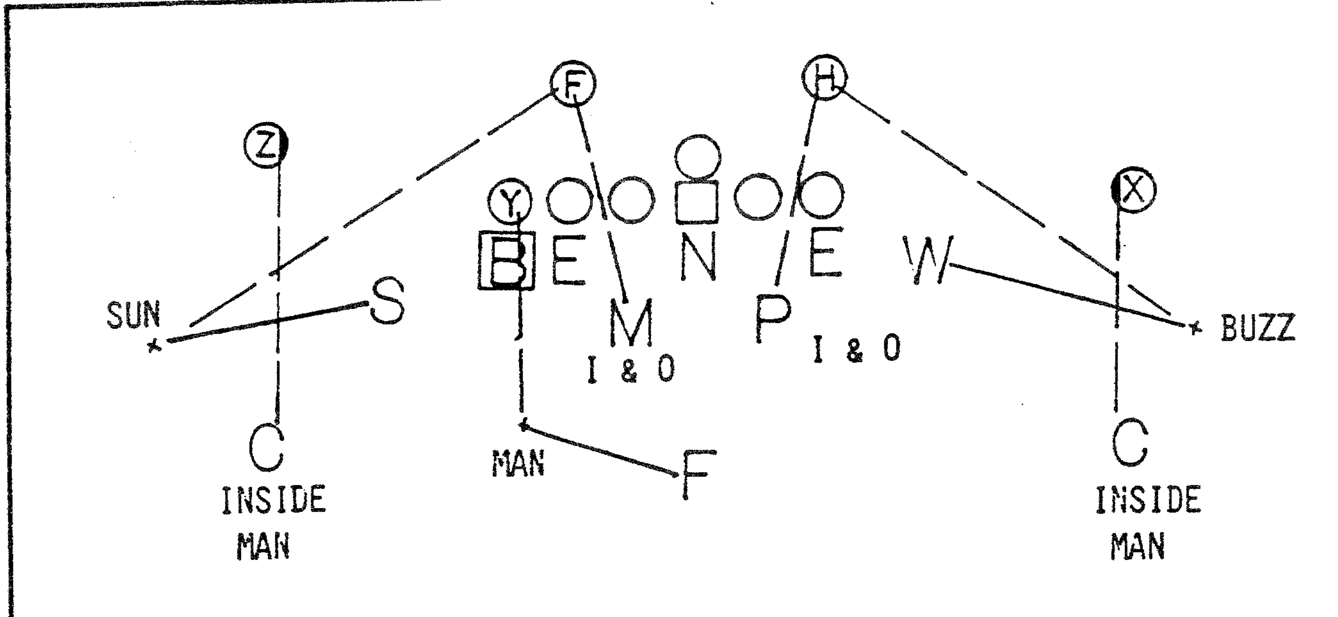
RED "Y" OPEN:



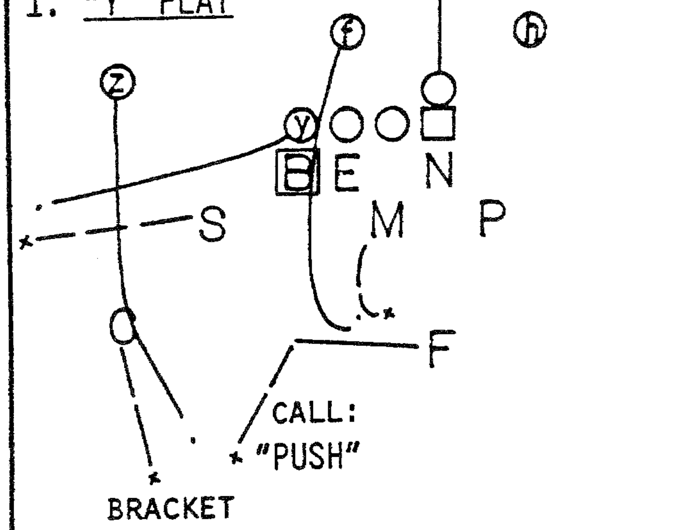
****"POSSIBLE" BUZZ/BUZZ



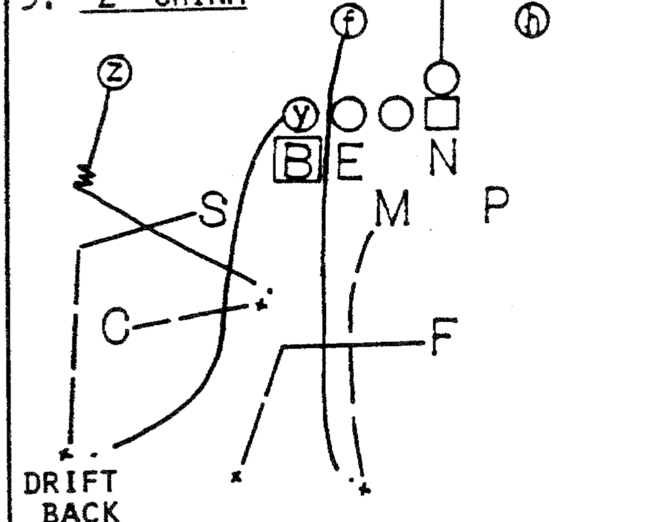
SOLID PATTERNS VERSUS OVER SABER SUN



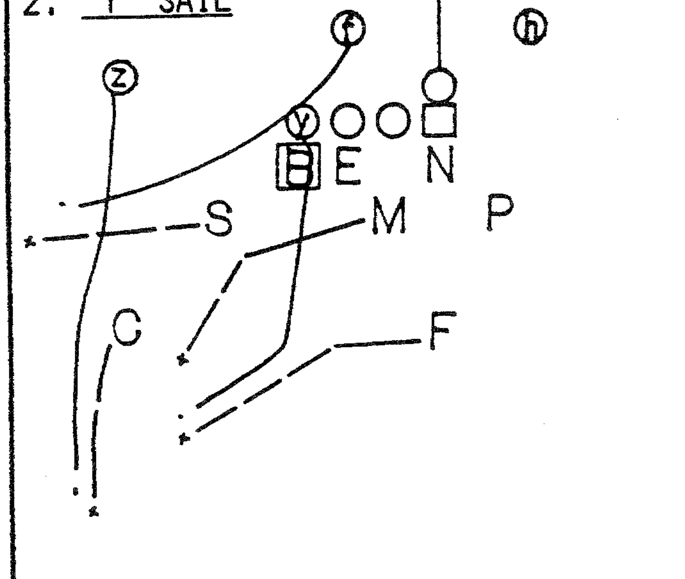
1. "Y" FLAT



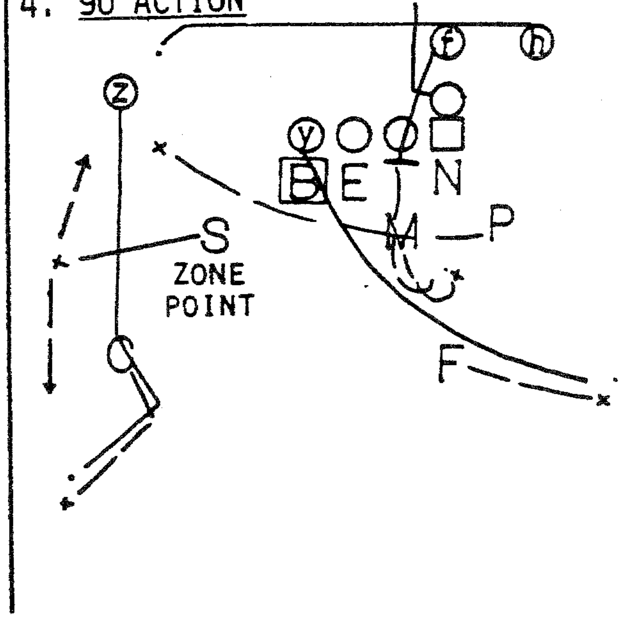
3. "Z" CHINA

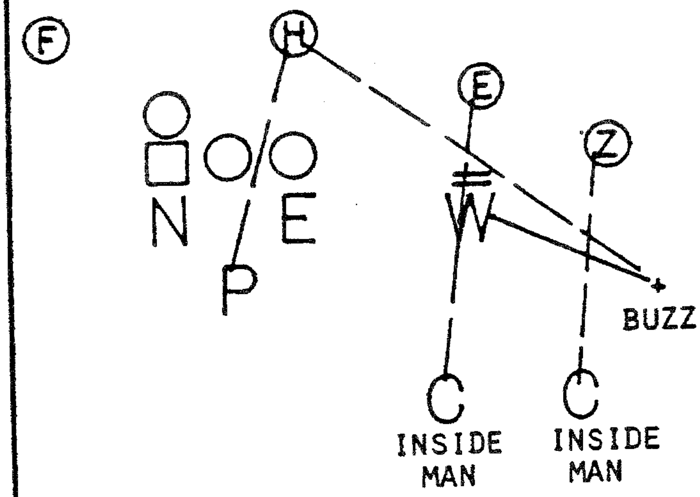


2. "Y" SAIL

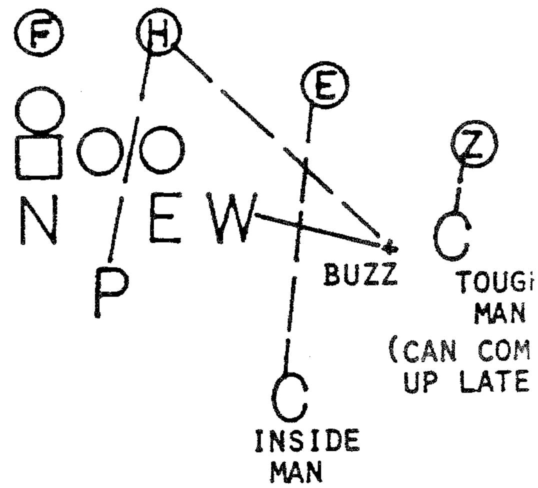


4. 90 ACTION



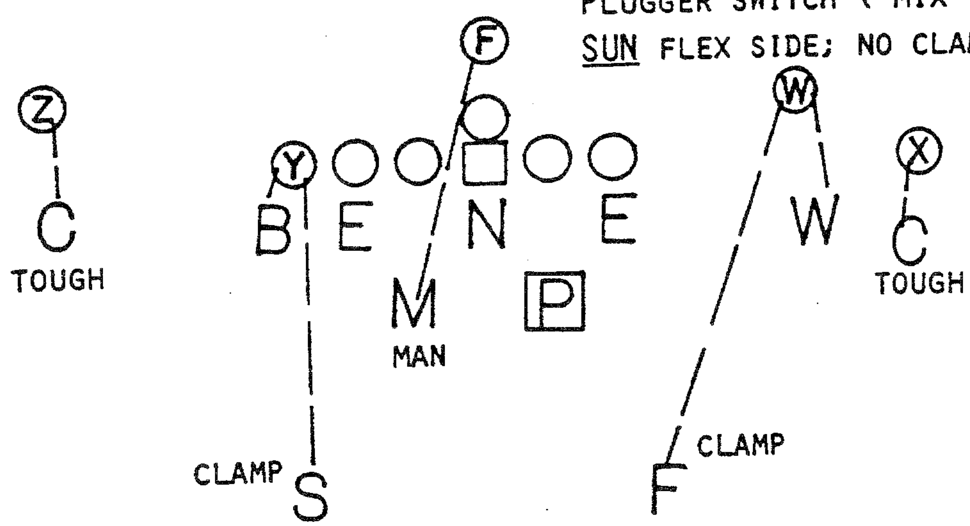


1. SLOT VERSUS RED OR BLUE, WHIP WALK, COLLISION "E" AND BUZZ; OUTSIDE CORNER PLAY OFF AND INSIDE; VERSUS "E" FLAT, WHIP TAKES "E" AND INSIDE CORNER "PUSH" OUTSIDE CORNER.



2. SLOT VERSUS BROWN OR GREEN, WHIP PLAY FROM NORMAL ALIGNMENT, BUZZ AND LOOK TO HELP ON "E" OUT ONLY; OUTSIDE CORNER PLAY TOUGH; WHIP TAKES "E" FLAT AND INSIDE CORNER "PUSH" OUTSIDE CORNER.

****IF BACK OFF SET FLEX, MIKE & PLUGGER SWITCH ("MIX" RUSH) AN: SUN FLEX SIDE; NO CLAMP.



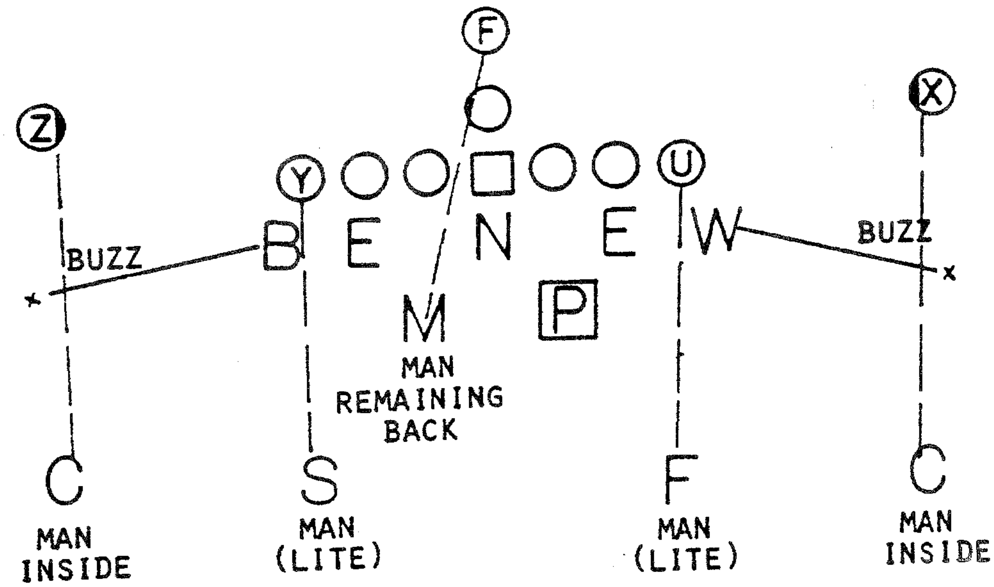
3. DOUBLE BUZZ ADJUSTMENT WITH CORNERS TOUGH: CORNERS WILL OFTEN BE IN THIS POSITION WHEN INSIDE THE TEN YARDLINE; SAFETY TO TOUGH SIDE CALL CLAMP TO OUTSIDE LINEBACKER (CLAMP NUMBER TWO); FORCE IS STILL LIGHTNING; CLAMP CALL AFFECTS MIKE IN THAT HE NO LONGER HAS FLAT HEL: TO SIDE OF CLAMP CALL.

2- BUZZ/BUZZ

2-1 LINE IS BASE; NOSE RUSH SOLID VERSUS PASS
2-2 PLUGGER IN THE CHARGE VERSUS PASS (CALL "FIRE" VERSUS RED AND "FIRE/GO" VERSUS RED/PASS)
2-3 MIKE AND FREE SAFETY HANDLE THE BACKS; VERSUS GREEN, MIKE HAS THE FULLBACK AND FREE SAFETY THE TAILBACK; VERSUS BLUE AND RED, FREE SAFETY TAKE THE HALFBACK AND MIKE THE FULL-BACK
2-4 CORNER "CAT" VERSUS TX(U)
2-5 ONE/BACK SET, PLAY REGULAR BUZZ/BUZZ RULES

DOUBLE BUZZ

(ADJUSTMENT DEFENSE)



BUCK: BUZZ; LIGHTNING FORCE.

SOLID END: LINE CHARGE WILL BE GAME PLANNED.

MIKE: MAN COVER REMAINING BACK; YOU HAVE HELP IN THE FLATS.

NOSE TACKLE: LINE CHARGE WILL BE GAME PLANNED.

PLUGGER: DEFEND RUN; IN LINE CHARGE.

FLEX END: LINE CHARGE WILL BE GAME PLANNED.

WHIP: BUZZ; LIGHTNING FORCE.

STRONG CORNER: INSIDE MAN COVERAGE.

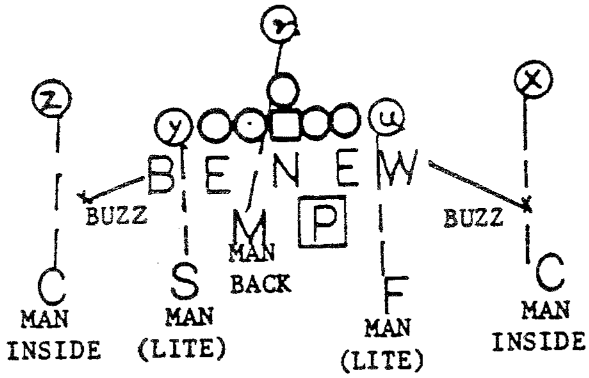
STRONG SAFETY: MAN COVER "Y"; LIGHTNING FORCE.

FREE SAFETY: MAN COVER WING; LIGHTNING FORCE WHEN WING CLOSE.

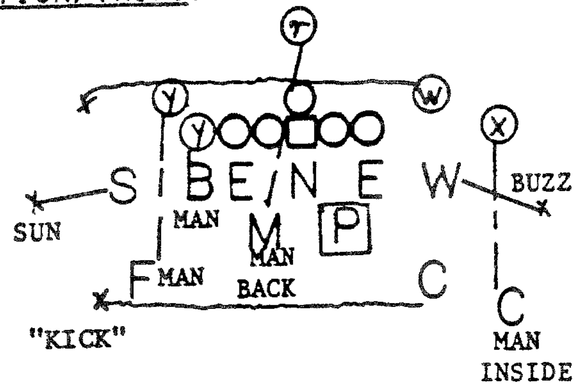
WEAK CORNER: INSIDE MAN COVERAGE.

BUZZ/BUZZ "BRACKET" ADJUSTMENTS

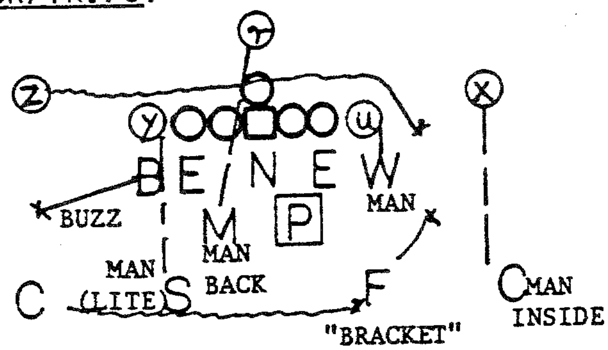
ACE:



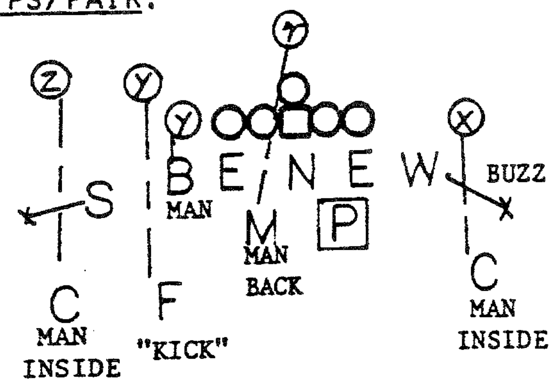
MOTION/TRIPS:



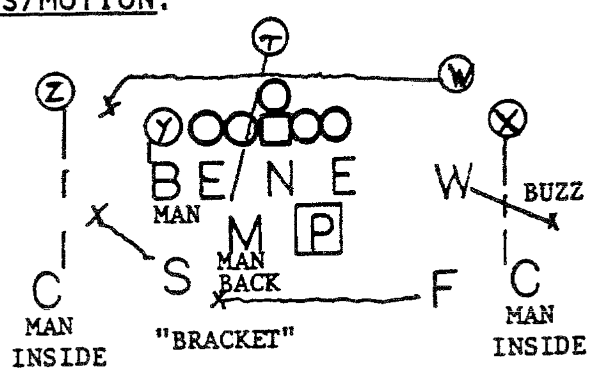
MOTION/TRIPS:



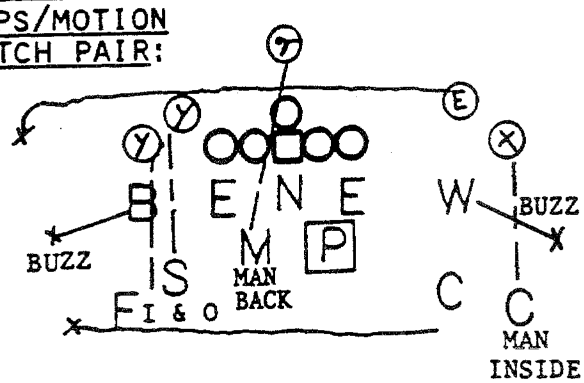
TRIPS/PAIR:



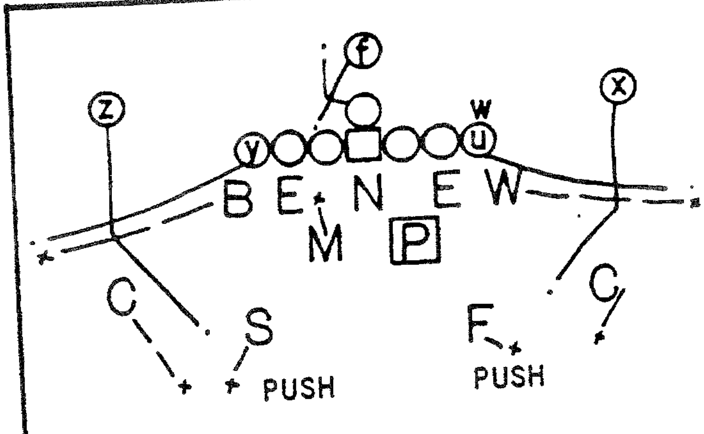
TRIPS/MOTION:

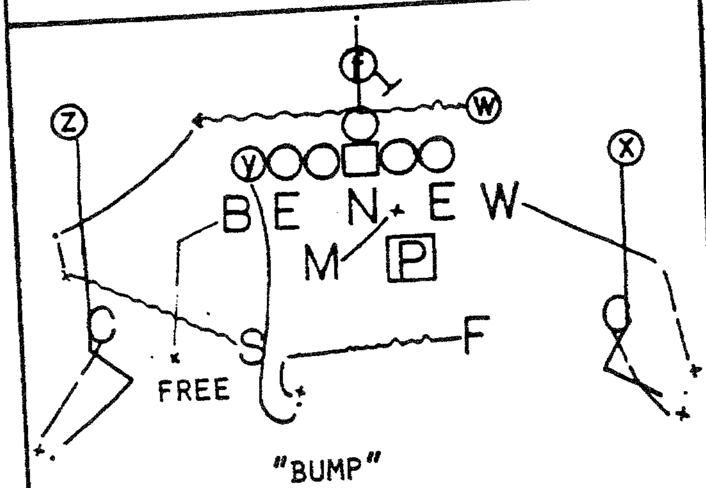


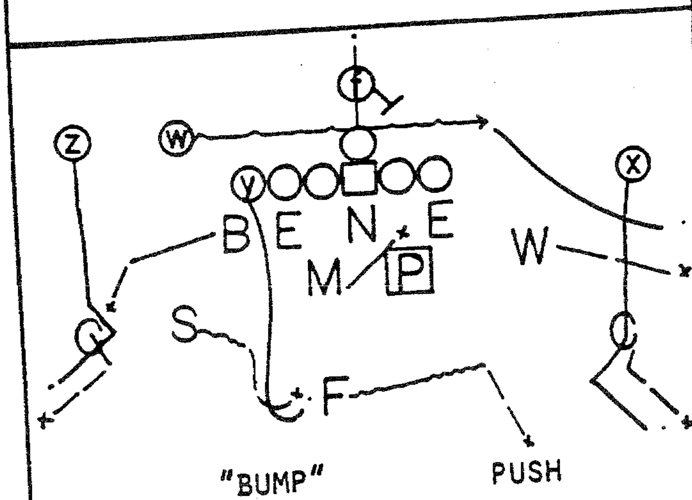
TRIPS/MOTION
SWITCH PAIR:



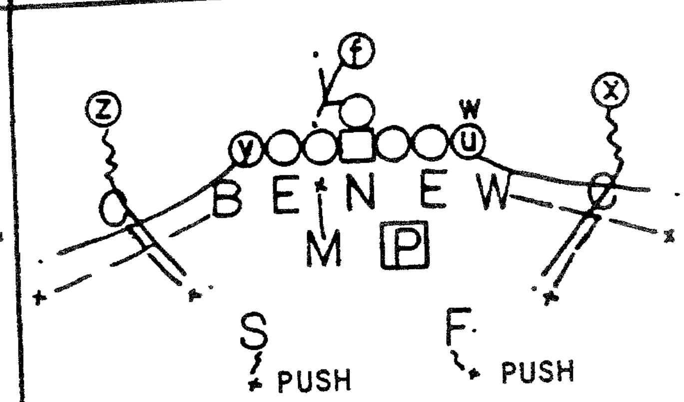
PATTERNS VERSUS DOUBLE BUZZ

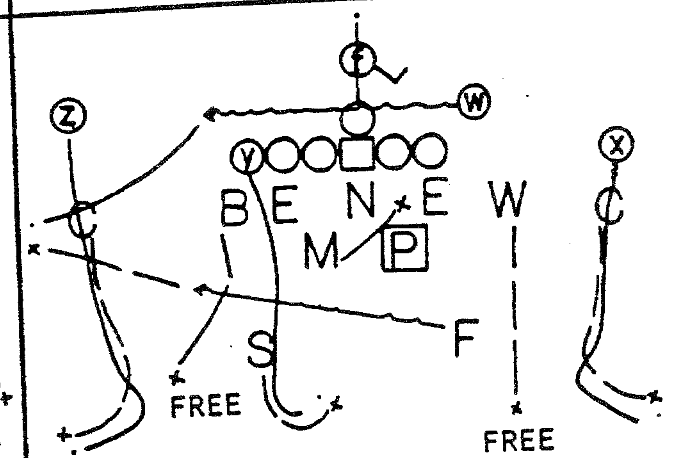


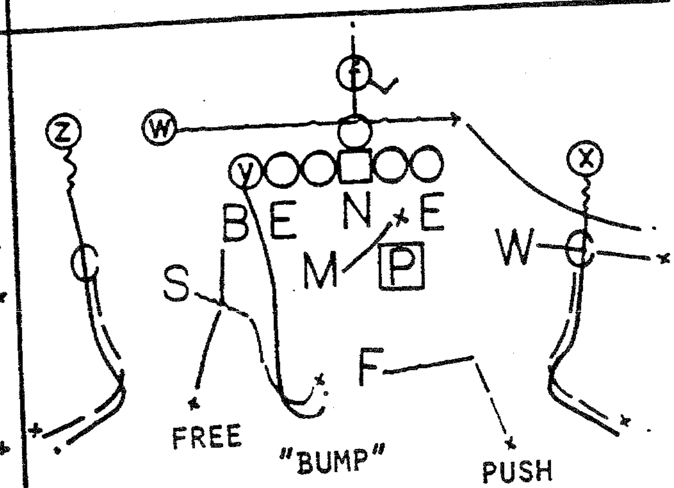




PATTERNS VERSUS DOUBLE BUZZ WITH CLAMP CALLS







3- PLUGGER COVER 1

3-1 BUCK, MIKE AND WHIP PLAY 3 WAY READ COVERAGE TECHNIQUE VERSUS "TWO-BACK" SETS

3-2 FREE SAFETY BRACKET WITH CORNER ON "X"; IF SLOT BRACKET "E"

3-3 PLUGGER IN GO CHARGE VERSUS PASS; NOSE RUSH SOLID

**** 3-4 VERSUS OPEN FLEX, KEEP PLUGGER IN THE CHARGE REGARDLESS OF BACKFIELD SET; WHIP IN BINGO

**** 3-5 VERSUS PAIR CROSS MOTION, CORNER ADJUST AND PLAY LIGHTNING MAN

3-6 BUCK WILL TAKE "Y" SLOW AND "Y" FLATS ALLOWING STRONG SAFETY TO PUSH CORNER

3-7 STRONG SAFETY IS IN LIGHTNING MAN

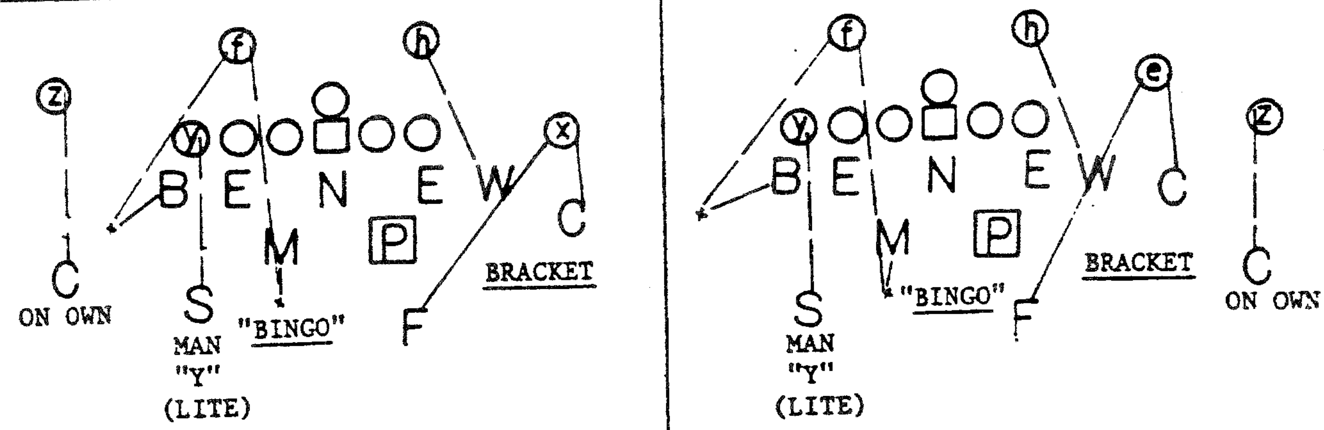
**** 3-8 VERSUS TX(U), CORNER CAT AND FREE SAFETY BECOME PART OF "3 WAY READ" TECHNIQUE; END TO CAT SIDE PLAY BASE, IF PASS "OSKIE"; PLUGGER "FIRE-GO" IF PASS

3-9 VERSUS PAIR STRONG SAFETY "ZEKE"; SHOULD "Z" GO CROSS MOTION STRONG SAFETY GO BACK TO "SARA" WITH BUCK, WHILE CORNER COVERS "Z" CROSS MOTION PLAYING HIM LIGHTNING MAN TO WHIP'S SIDE

3-10 VERSUS "Y" CROSS/MOTION (SHIFT): STRONG SAFETY ADJUST AND PLAY "Y" LIGHTNING/MAN; MIKE NOW READ WITH WHIP ON BACK TO NEW/SOLID SIDE; BUCK HIS BACK TO NEW/FLEX SIDE ON HIS OWN VERSUS 20 ACTION, (LINEBACKERS ARE STILL IN "BINGO"); FREE SAFETY VERSUS "Y" CROSS/MOTION STAY WITH ORIGINAL CLAMP, WITH "Y" CROSS/SHIFT, CHANGE CLAMP TO "NEW/X"

3-11 ALIGNED, SHIFTED OR MOTIONED TO "ONE-BACK" SET AUTO "BUZZ/BUZZ" ("CAT" CORNER: BACK MOTION YOUR WAY WILL BE HANDLED BY THE FREE SAFETY)

PLUGGER COVER 1



LINE: BASE; NOSE RUSH SOLID; FLEX/END, "FIRE-GO" WHEN CAT.

BUCK: FORCE; PASS, BINGO; ALERT "ZEKE" VERSUS "Z" CLOSE AND BUZZ/BUZZ VERSUS ONE-BACK SETS.

MIKE: BASE; PASS, BINGO; ALERT BUZZ/BUZZ VERSUS ONE-BACK SETS ("SWITCH WITH PLUGGER WHEN REMAINING BACK FLEX).

PLUGGER: BASE; PASS, "GO" RUSH; ALERT BUZZ/BUZZ VERSUS ONE-BACK SETS ("SWITCH" WITH MIKE WHEN REMAINING BACK FLEX); "FIRE-GO" WHEN "CAT

WHIP: FORCE; PASS, BINGO; ALERT "CAT" VERSUS TX(U); BUZZ/BUZZ VERSUS ONE-BACK SETS.

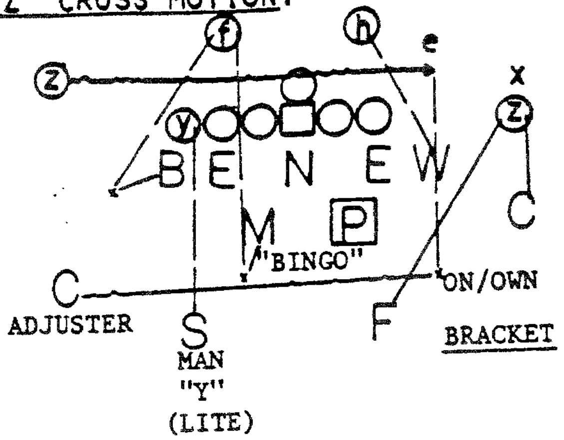
STRONG SAFETY: MAN "Y" LITE; "ZEKE" VERSUS "Z" CLOSE; "LITE" MAN VERSU "Y" CROSS/MOTION (SHIFT), AUTO BUZZ/BUZZ VERSUS ONE-BACK SETS.

FREE SAFETY: BRACKET "X" ("E" VERSUS SLOT), SLOT ("E") CROSS MOTION BRACKET "X"; VERSUS TX(U) ("CAT") MAN BACK/FLEX (ALERT "I&O" WITH MIKE); AUTO BUZZ/BUZZ VERSUS ONE-BACK SETS (BUMP STRONG SAFETY SOLID).

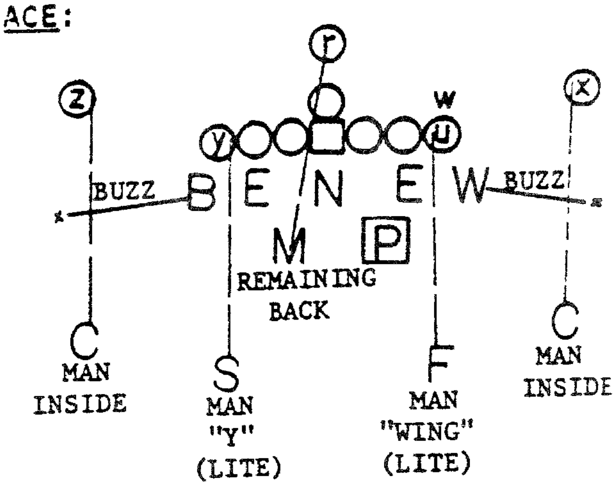
CORNER: STRONG CORNER ON OWN, WEAK CORNER BRACKET WITH THE FREE SAFETY. CAT TX(U); AUTO BUZZ/BUZZ VERSUS ONE-BACK SETS.

PLUGGER COVER 1 ADJUSTMENTS

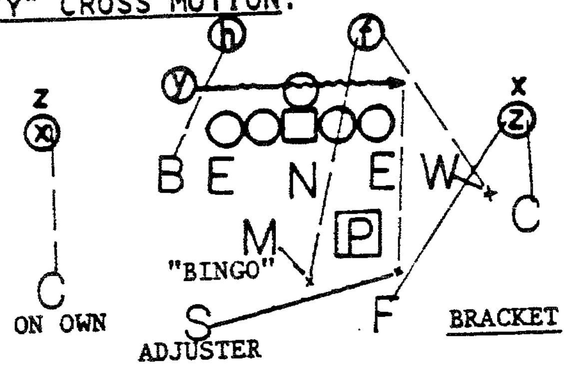
"Z" CROSS MOTION:



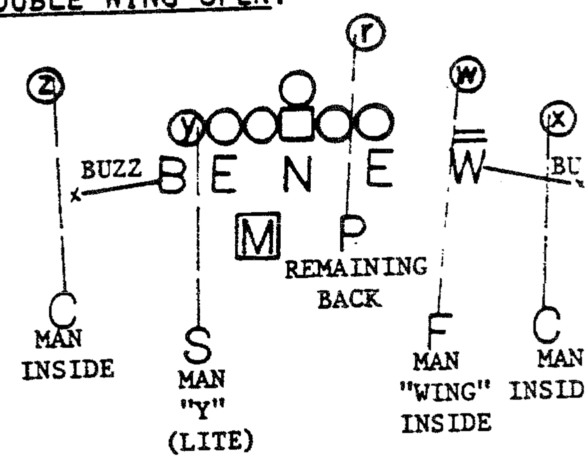
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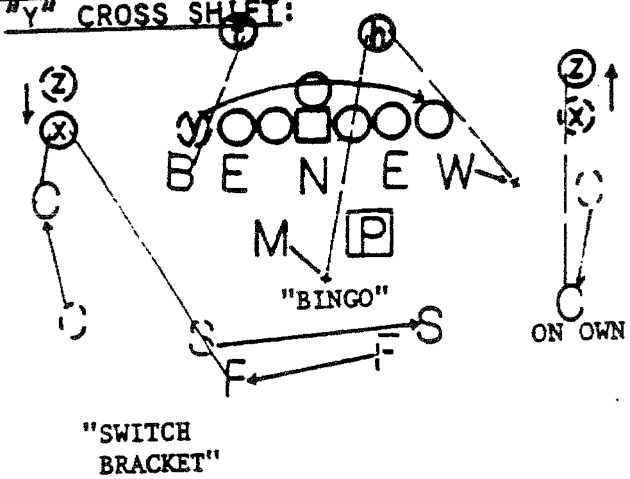
"Y" CROSS MOTION:



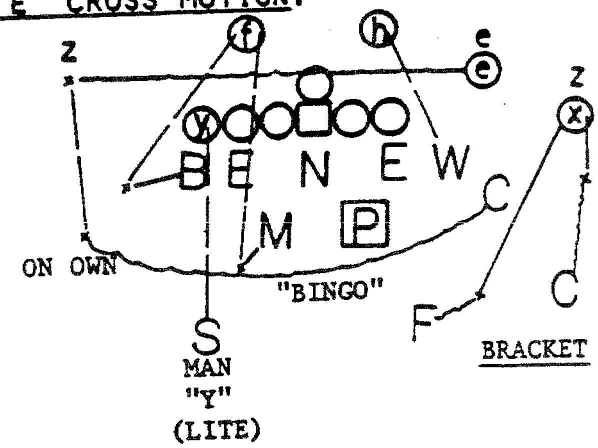
DOUBLE WING OPEN:



"Y" CROSS SHIFT:

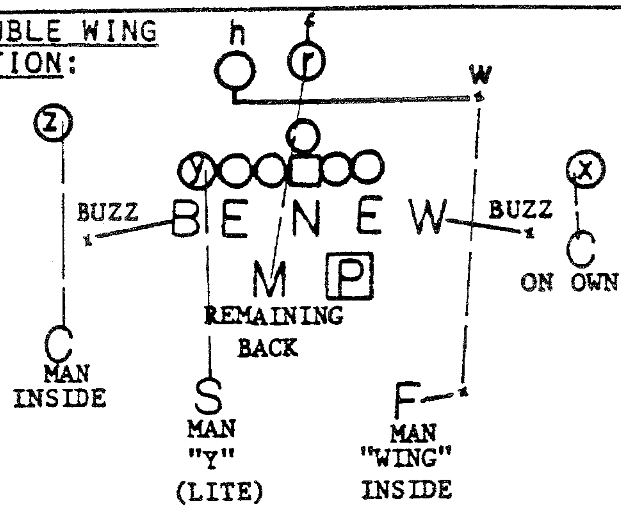


"E" CROSS MOTION:



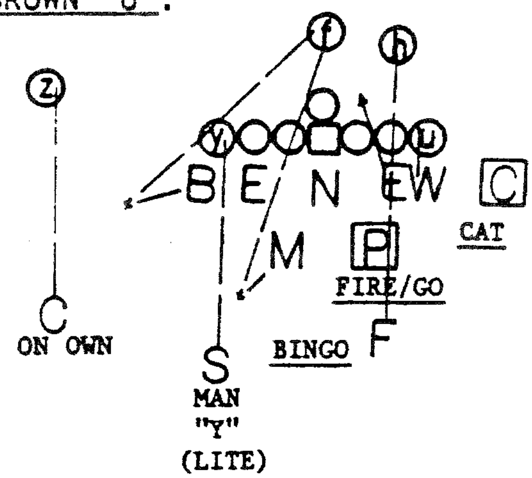
PLUGGER COVER 1 ADJUSTMENTS

DOUBLE WING MOTION:

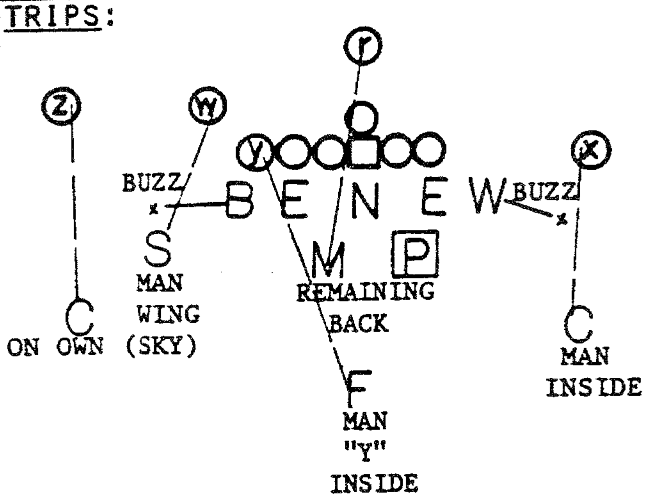


****AUTO "BUZZ/BUZZ"

BROWN "U":

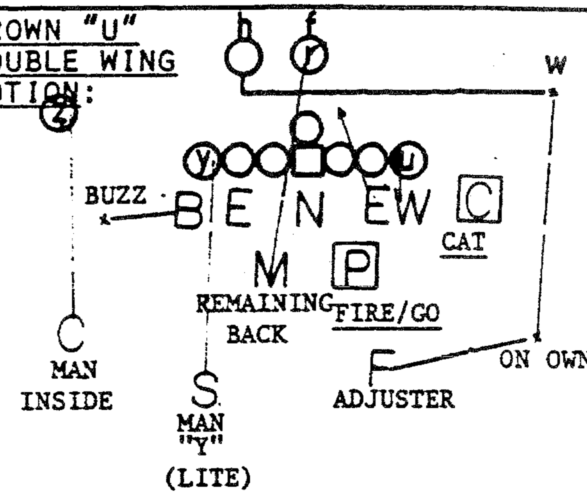


TRIPS:



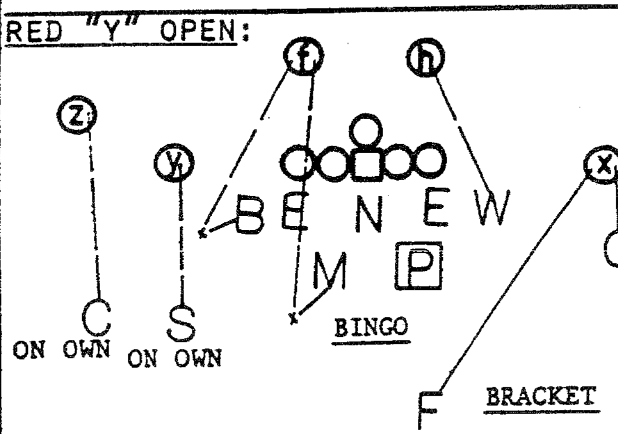
****AUTO "BUZZ/BUZZ"

BROWN "U" DOUBLE WING MOTION:

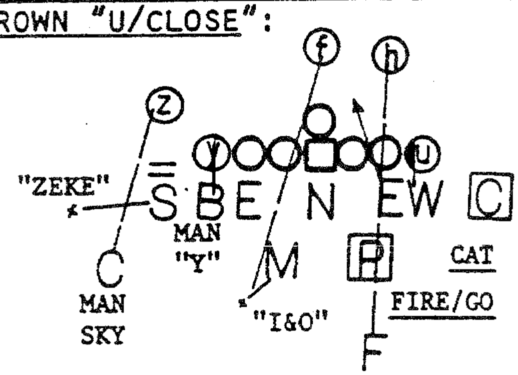


****AUTO "BUZZ/BUZZ"

RED "Y" OPEN:



BROWN "U/CLOSE":

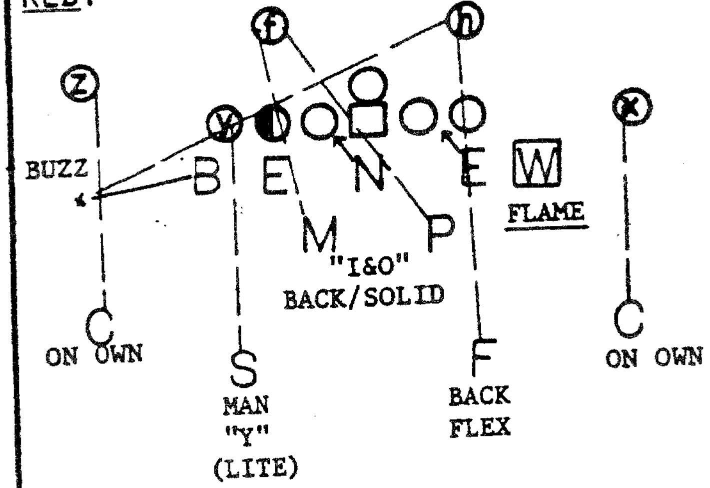


4- <u>SLANT TO "Y" COVER FRED</u>

4-1 SLANT INTO THE "Y" ("Y" SHIFTS, SLANT SWITCHES)
4-2 OUTSIDE LINEBACKER TO "Y" IS IN "LIGHTNING" FORCE AND BUZZ VERSUS PASS (I & O HALFBACK (TAILBACK) WITH FREE SAFETY)
4-3 MIKE AND PLUGGER "I & O" THE FULLBACK OR REMAINING/BACK
4-4 STRONG SAFETY HANDLE THE "Y"
4-5 FREE SAFETY MAN ("I & O" WITH <u>OLB</u> TO "Y") THE HALFBACK (TAILBACK) AND ALL WINGS; <u>STUD</u> VERSUS TRUE/ACE
4-6 DEFENSIVE BACKS ALERT "<u>STUD/CAT</u>" SITUATIONS; CORNERS "CAT" TX(U)

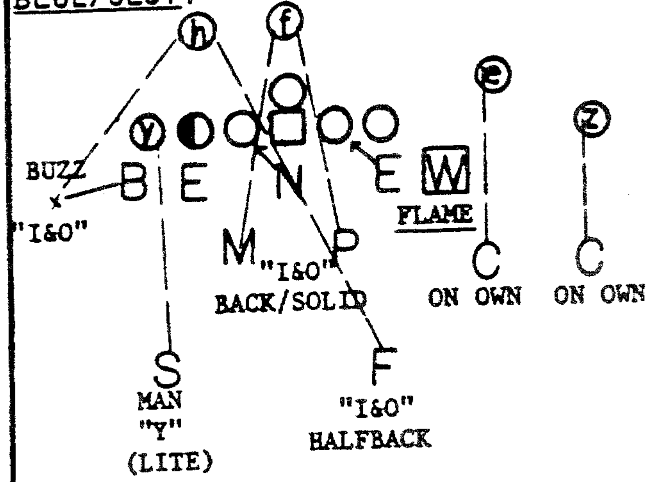
SLANT TO "Y" COVER FRED

RED:



****COULD "DOG" BUCK (OUTSIDE LINEBACKER TO "Y")

BLUE/SLOT:



LINE: SLANT TO "Y".

BUCK: BUZZ AND "I & O" HALFBACK (TAILBACK) WITH FREE SAFETY; "Y" CROSS SHIFT/MOTION, SQUEEZE; ALERT ZEKE VERSUS CLOSE/FLANKER.

MIKE: "I & O" FULLBACK AND REMAINING/BACK WITH PLUGGER; LINE SLANT TO "Y".

PLUGGER: "I & O" FULLBACK AND REMAINING/BACK WITH MIKE; LINE SLANT TO "Y".

WHIP: FLAME; ALERT CAT VERSUS TX(U) OR STUD VERSUS ACE; "Y" CROSS SHIFT/MOTION, BUZZ AND "I & O" HALFBACK (TAILBACK) WITH FREE/SAFETY.

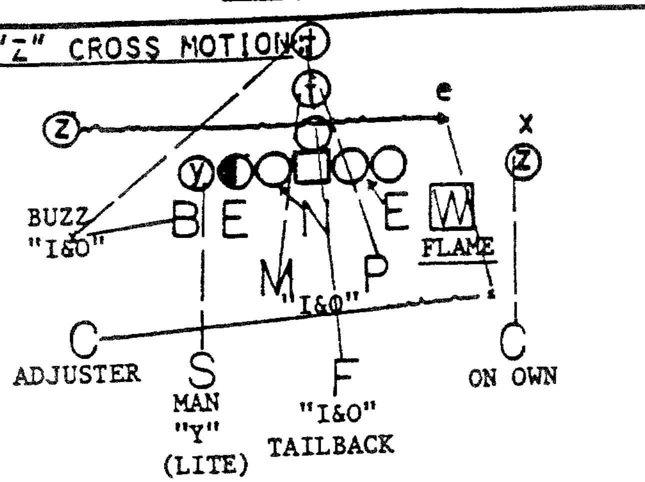
STRONG SAFETY: MAN "Y" LIGHTNING; MAN WINGS/SOLID; ZEKE VERSUS CLOSE/ FLANKER.

FREE SAFETY: "I & O" HALFBACK (TAILBACK) WITH OUTSIDE LINEBACKER TO "Y AND TAKE ALL WINGS FLEX (STUD VERSUS ACE); VERSUS WINGS SOLID, TAKE "Y" LIGHTNING.

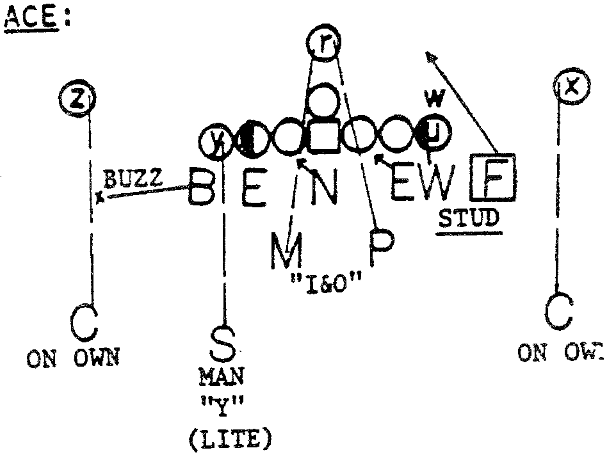
CORNERS: MAN ON OWN; SET TO TX(U) CAT.

SLANT TO "Y" COVER FRED ADJUSTMENTS

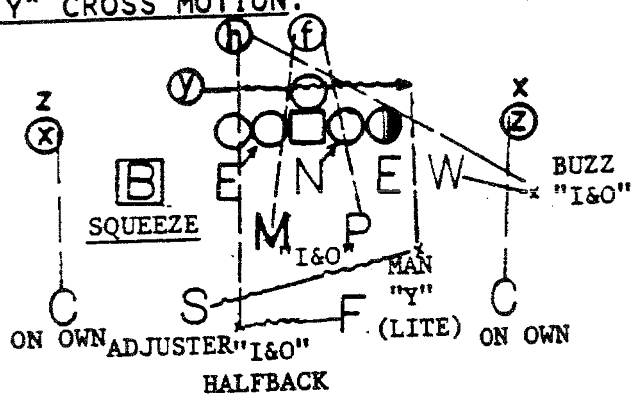
"Z" CROSS MOTION:



ACE:

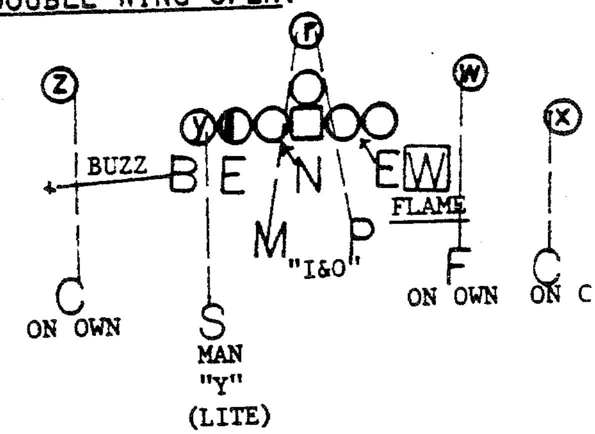


"Y" CROSS MOTION:

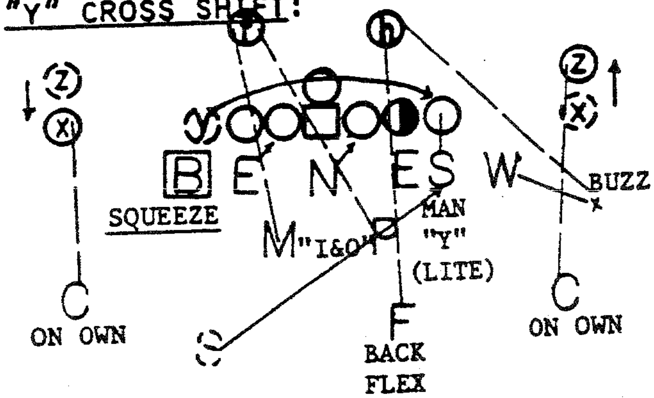


****CHANGE LINE/CHARGE

DOUBLE WING OPEN:

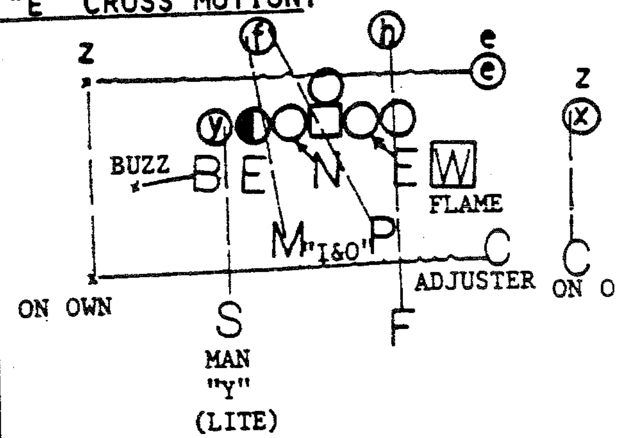


"Y" CROSS SHIFT:



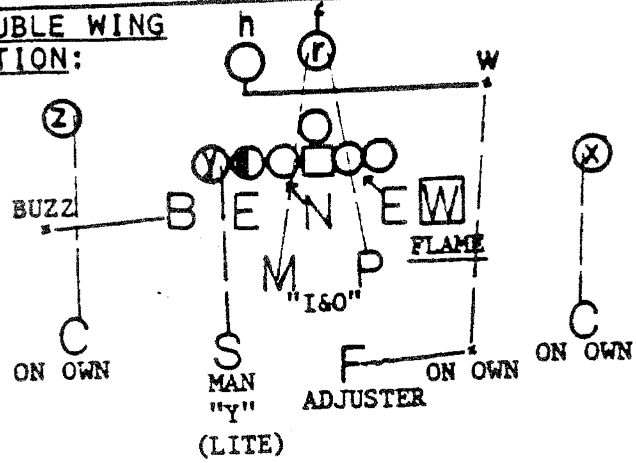
****CHANGE LINE/CHARGE

"E" CROSS MOTION:

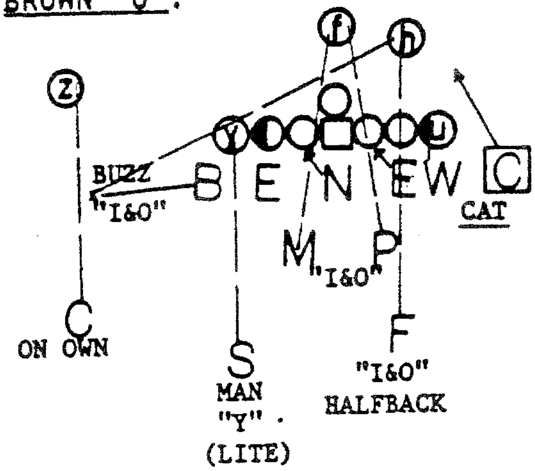


SLANT TO "Y" COVER FRED ADJUSTMENTS

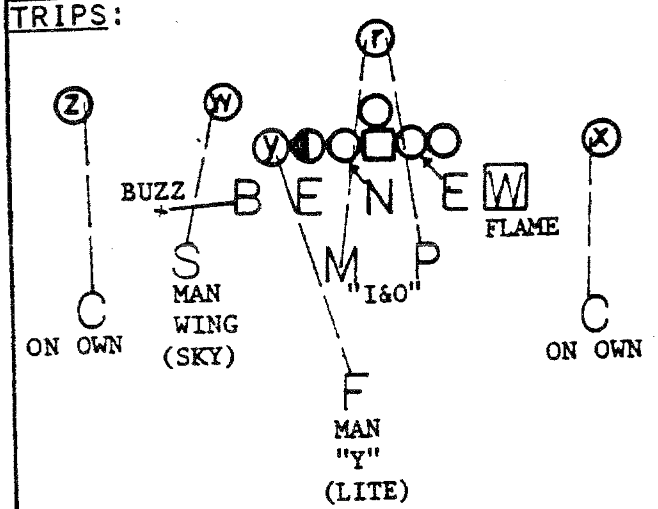
DOUBLE WING MOTION:



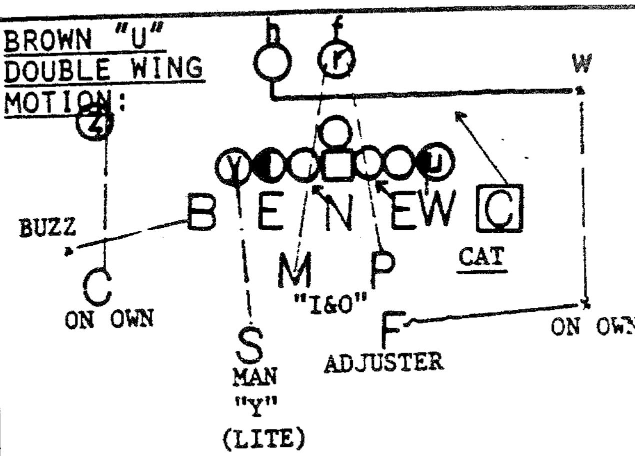
BROWN "U":



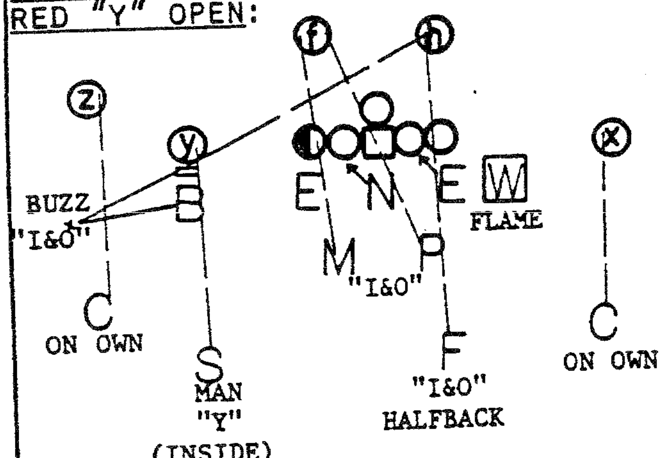
TRIPS:



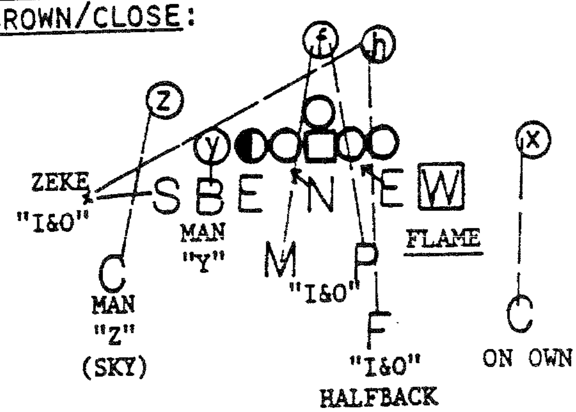
BROWN "U" DOUBLE WING MOTION:



RED "Y" OPEN:



BROWN/CLOSE:



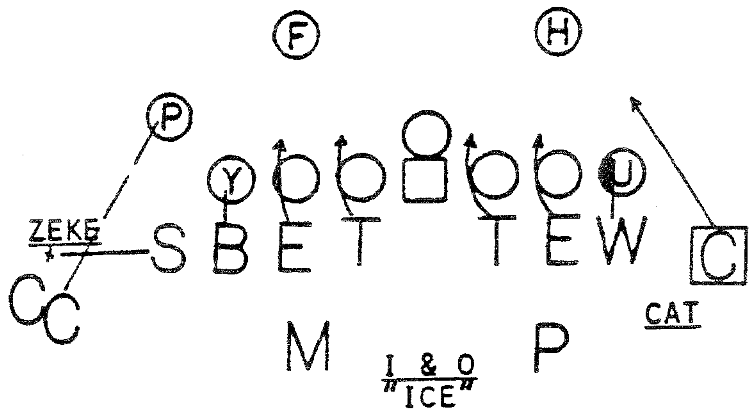
1- <u>GOALLINE SLANT</u>

****1-1 LINE SLANT WILL VARY BY OPPONENT

1-2 FRONT SIDE OF SLANT PLAY ZEKE AND BACKSIDE PLAY "<u>CAT</u>" (CAT HAS FAR/BACK SWING)

1-3 LINEBACKERS "I & O"

GOALLINE SLANT



COVER CORNER: MAN "Z"; SECONDARY FORCE.

CORNER: LINE CHARGE TO, ZEKE; LINE CHARGE AWAY, CAT.

STRONG SAFETY: LINE CHARGE TO, ZEKE; LINE CHARGE AWAY, CAT.

MIKE: I & O (ICE/RED); KNOW ZEKE/CAT SIDE.

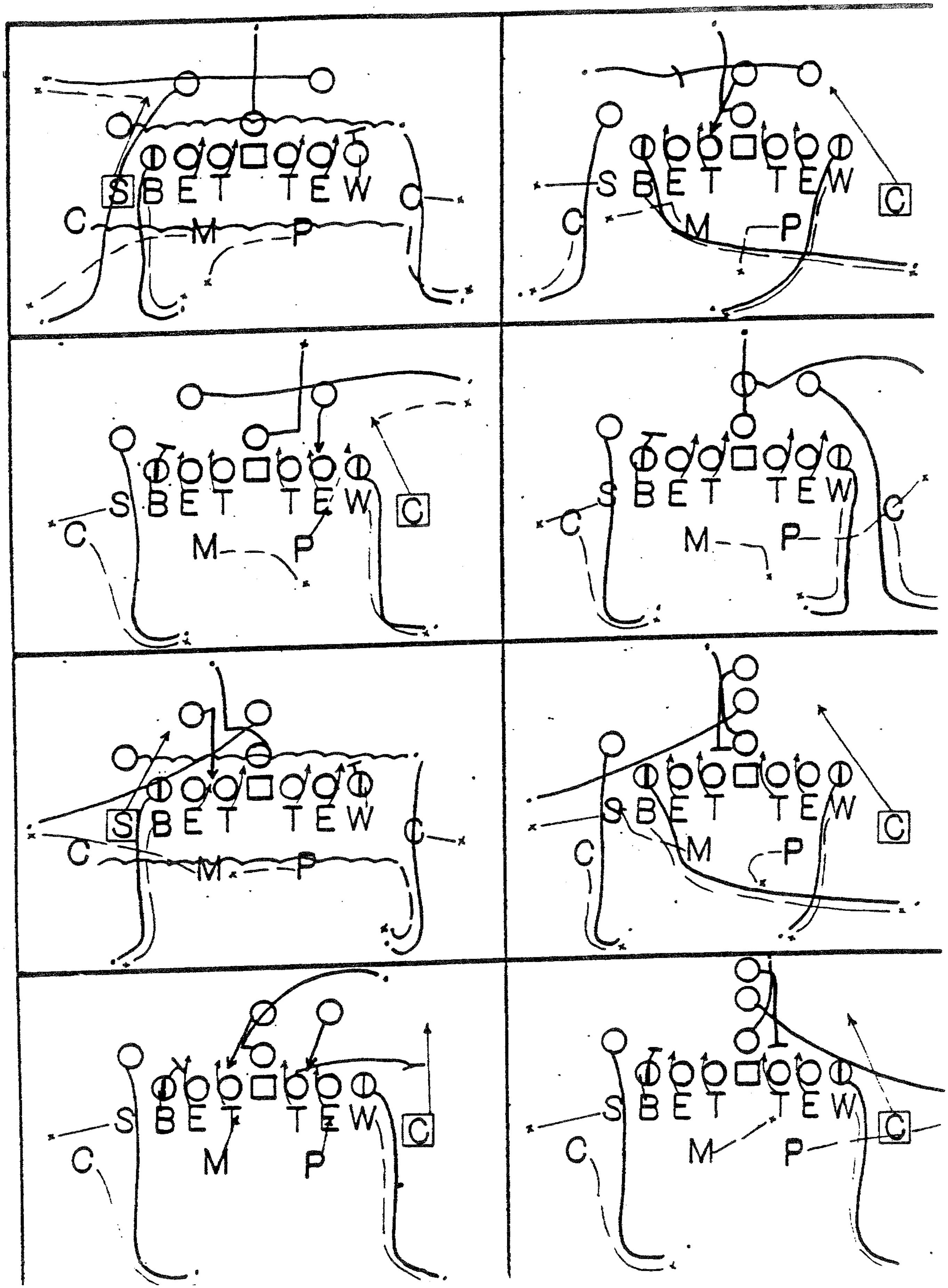
PLUGGER: I & O (ICE/RED); KNOW ZEKE/CAT SIDE.

OUTSIDE/LINEBACKERS: ZEKE SIDE, MAN HEAD/UP; CAT SIDE, MAN INSIDE (CONTROL "C" GAP).

ENDS: JET OR SLANT BY CHARGE CALL.

TACKLES: DEFEND "A" OR "B" GAPS BY CHARGE CALL.

GOALLINE PATTERNS VERSUS SLANT



2- GOALLINE DOUBLE ZEKE

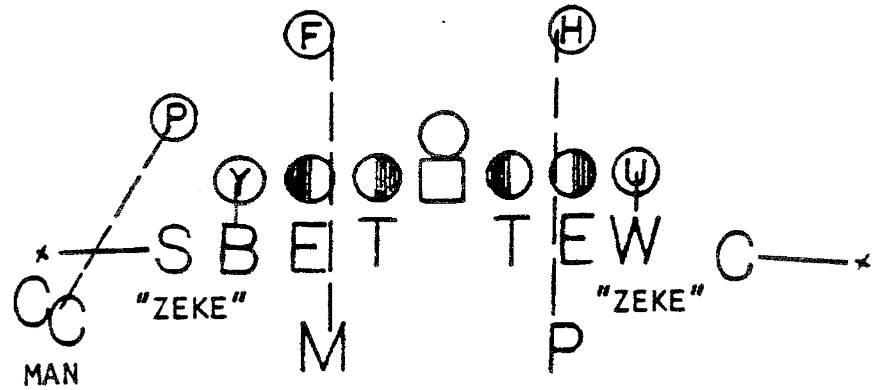
2-1 ENDS CONTROL OUTSIDE EDGE (ORBIT) AND TACKLES ARE INSIDE

2-2 MIKE AND PLUGGER MAN "NEAR-BACK" WITH HELP IN FLAT; TAKE SECOND BACK ON FULL-FLOW YOUR WAY AND LOOK UP "Y" ON FLOW-AWAY; ALERT SOFT "B" GAPS

2-3 STRONG SAFETY AND BUCK, "ZEKE"; CORNER AND WHIP, "ZEKE" (BUCK TAKE "Y" AND WHIP TAKE TX(U))

2-4 MOVE THE LINE VERSUS UNBALANCED

GOALLINE DOUBLE ZEKE



COVER CORNER: MAN COVER "Z" SECONDARY FORCE.

CORNER: IF "U" BLOCKS AND YOU READ RUN, FORCE; IF YOU READ PASS, "SUN"

STRONG SAFETY: IF "Y" BLOCKS AND YOU READ RUN, FORCE; IF YOU READ PASS "SUN".

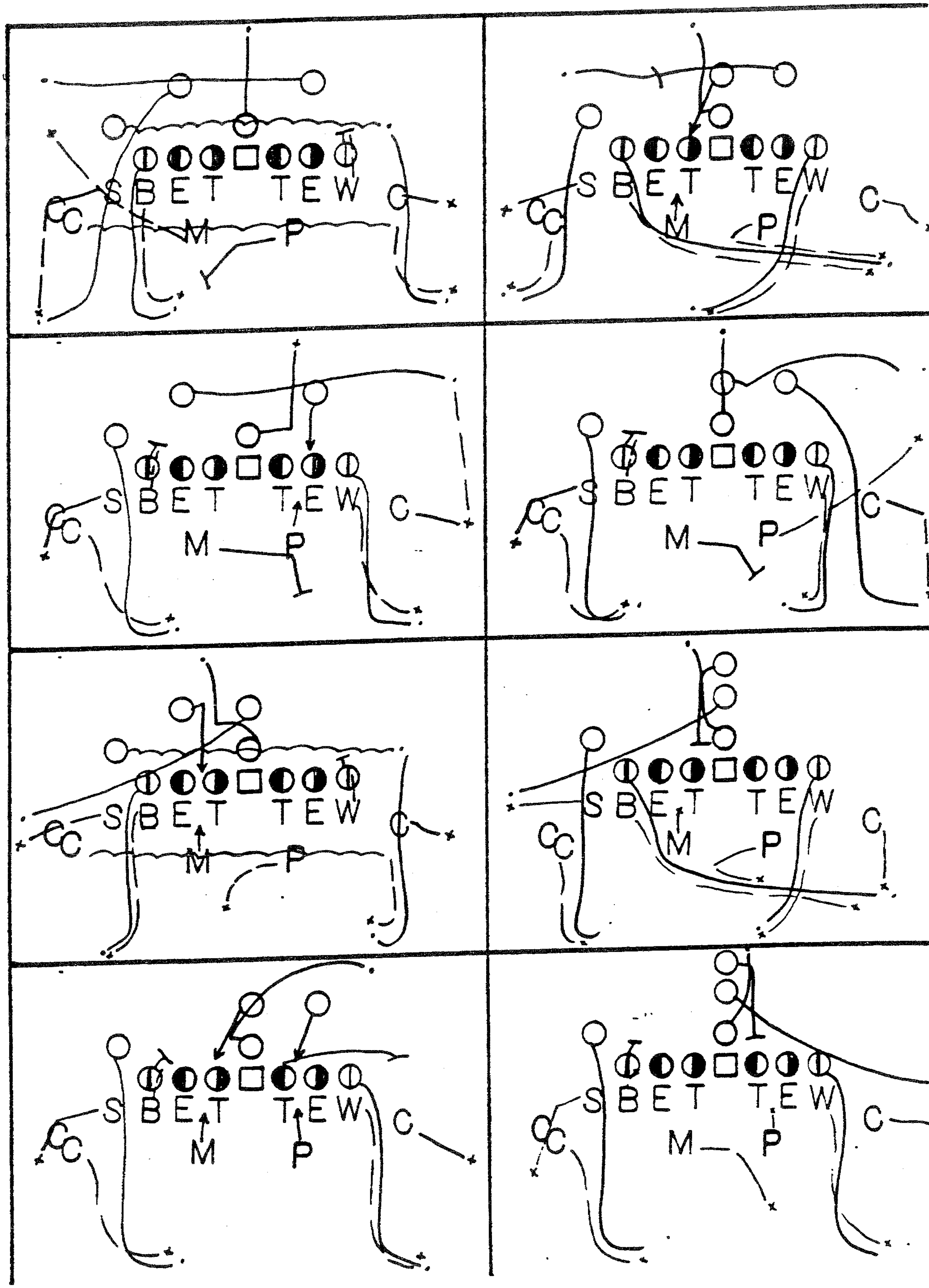
PLUGGER: READ NEAR BACK (FULLBACK IF BROWN/BLUE); "NEAR-BACK" HITS INSIDE, TAKE HIM; "NEAR-BACK" RUNS OUTSIDE, TAKE FAR BACK SWING YOUR WAY; "NEAR-BACK" RUNS AWAY, LOOK UP FAR "Y" ("U").

MIKE: READ NEAR BACK (FULLBACK IF BROWN/BLUE); "NEAR-BACK" HITS INSIDE TAKE HIM; "NEAR-BACK" RUNS OUTSIDE, TAKE FAR BACK SWING YOUR WAY; "NEAR-BACK" RUNS AWAY, LOOK UP FAR "Y" ("U").

OUTSIDE LINEBACKERS: TOUGH MAN COVERAGE ON "Y" ("U").

ENDS: DEFEND "C" GAPS.

TACKLES: DEFEND "A" GAPS.


S B E T T E W
C C M P
S B E T T E W
C C M P
S B E T T E W
C C M P
S B E T T E W
C C M P
S B E T T E W
C C M P
S B E T T E W
C C M P
S B E T T E W
C C M P
S B E T T E W
C C M P

3- GOALLINE DOUBLE/GUT

3-1 TACKLES AND ENDS ATTACH OUTSIDE

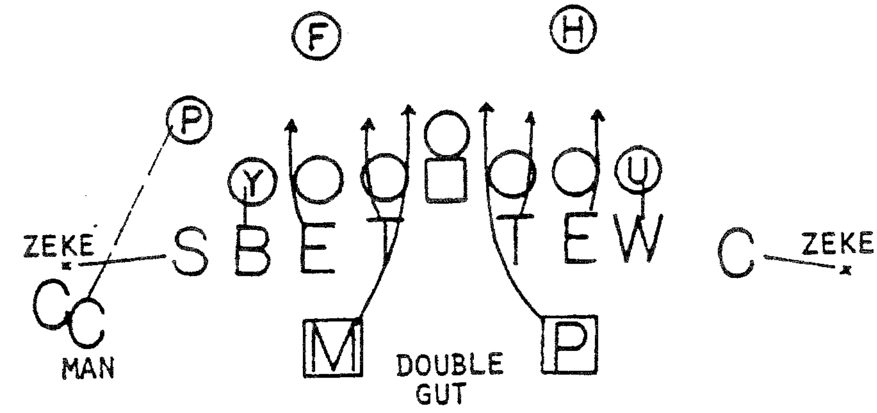
3-2 MIKE AND PLUGGER BLITZ "A" GAPS

3-3 DEFENSIVE BACKS AND OUTSIDE LINEBACKERS PLAY "DOUBLE/ZEKE"

****3-4 LINE AND LINEBACKERS "KEEP/ON" VERSUS BACK/MOTION

****3-5 AUTO "DOUBLE/ZEKE" VERSUS "ONE/BACK" OR "OPEN" FORMATIONS

GOALLINE DOUBLE/GUT



COVER CORNER: MAN "Z"; SECONDARY FORCE.

CORNER: ZEKE

STRONG SAFETY: ZEKE

MIKE: BLITZ "A" GAP.

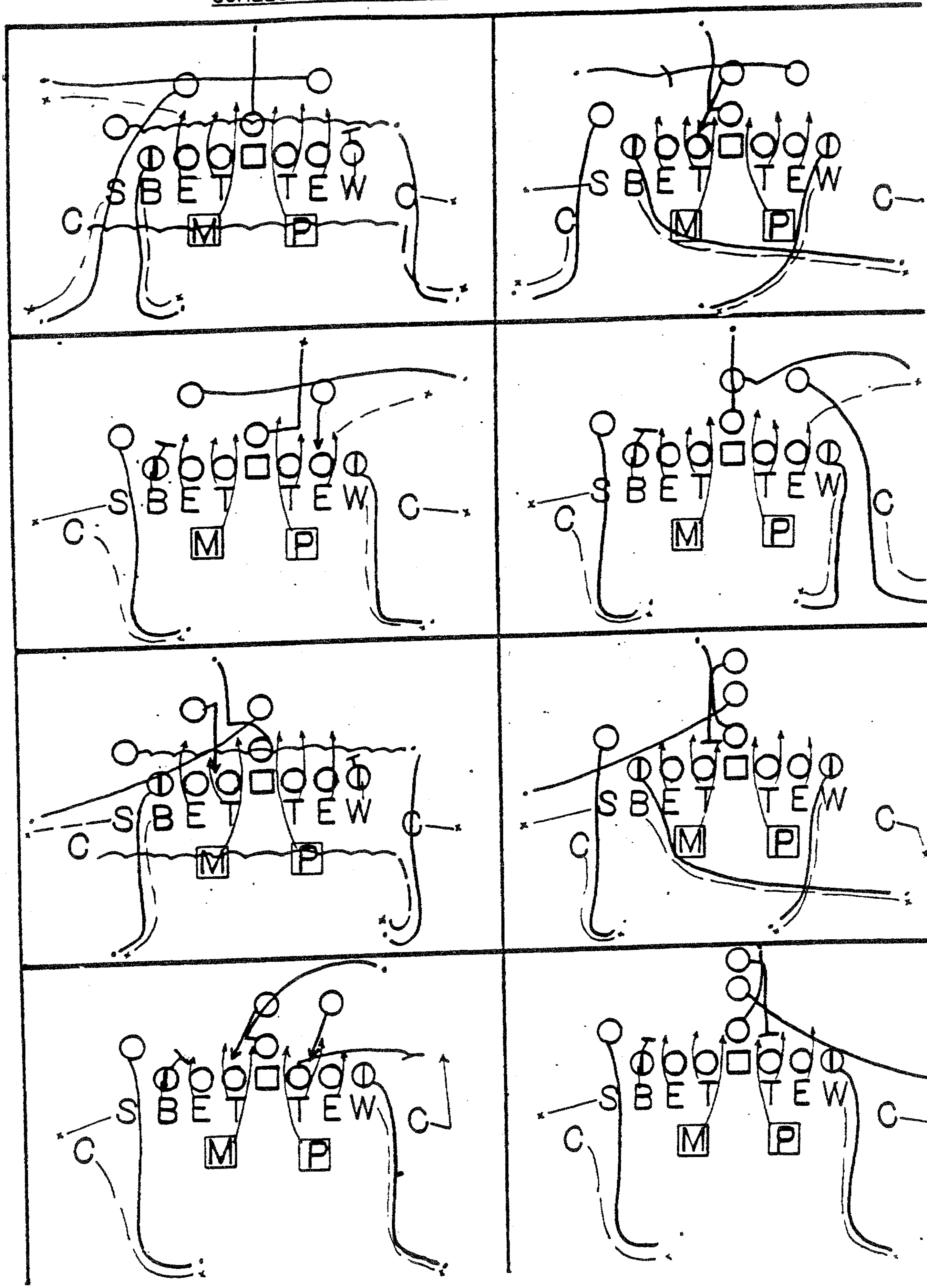
PLUGGER: BLITZ "A" GAP.

OUTSIDE/LINEBACKERS: ZEKE

ENDS: JET

TACKLES: DEFEND "B" GAPS.

GOALLINE PATTERNS VERSUS DOUBLE/GUT



4- <u>GOALLINE DOUBLE PSYCHO</u>

4-1 ENDS AND TACKLES INSIDE

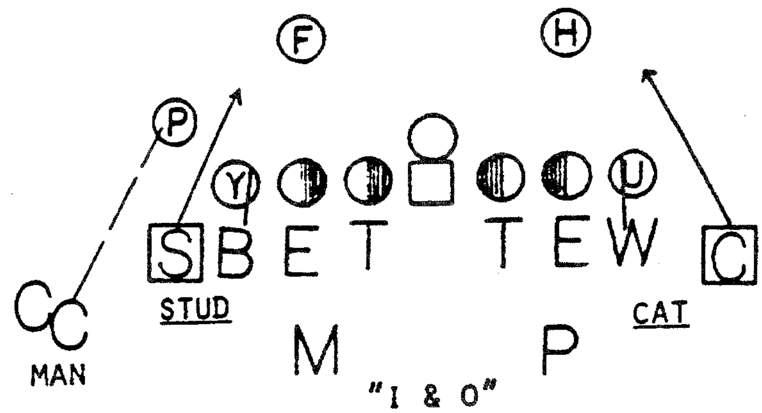
4-2 BUCK AND WHIP MAN COVER "Y" (TX/"U") INSIDE GAP CONTROL

4-3 STRONG SAFETY AND CORNER "CAT"

4-4 MIKE AND PLUGGER "I & O" BACKS

4-5 MOVE THE LINE VERSUS UNBALANCED

GOALLINE DOUBLE PSYCHO



COVER CORNER: MAN COVER "Z"; SECONDARY FORCE.

CORNER: ATTACK OFF CORNER ON SNAP; TAKE ON NEAR BLOCKS WITH OUTSIDE SHOULDER AND FAR BLOCKS WITH INSIDE SHOULDER; TAKE FORCE AND CONTAIN; ALERT: FAR BACK SWING ROUTE.

STRONG SAFETY: ATTACK OFF CORNER ON SNAP; TAKE ON NEAR BLOCKS WITH OUTSIDE SHOULDER AND FAR BLOCKS WITH INSIDE SHOULDER; TAKE FORCE AND CONTAIN; ALERT: FAR BACK SWING ROUTE.

PLUGGER: "I & O" WITH MIKE; ATTACK ALL ACTION, ALERT "C" GAP OUT ON ACTION YOUR WAY.

MIKE: "I & O" WITH PLUGGER; ATTACK ALL ACTION, ALERT "C" GAP OUT ON ACTION YOUR WAY.

OUTSIDE LINEBACKERS: TOUGH INSIDE COVERAGE ON "Y" ("U").

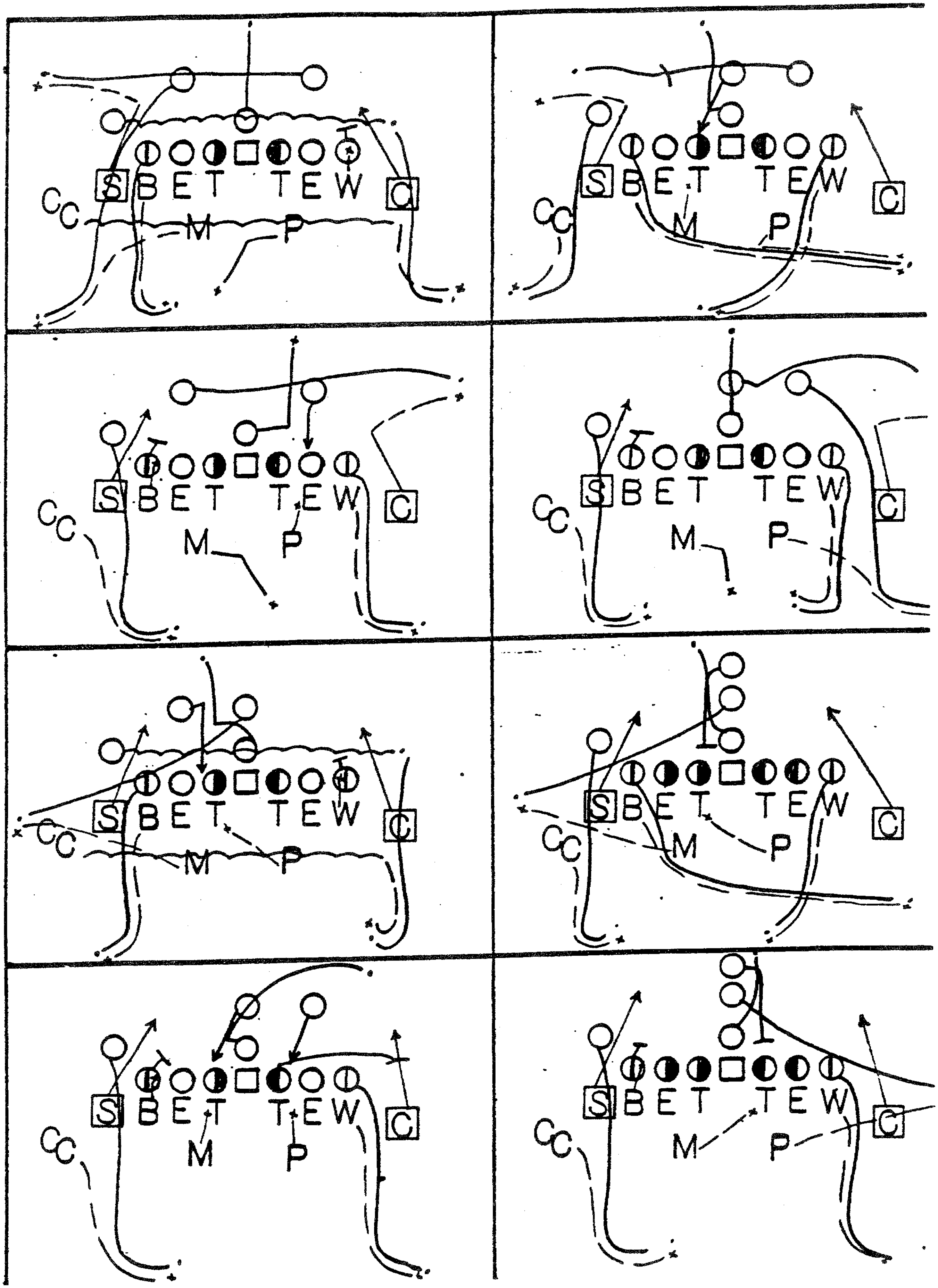
ENDS: DEFEND "B" GAPS.

TACKLES: DEFEND "A" GAPS.

GOALLINE PATTERNS

VERSUS

GOALLINE DOUBLE PSYCHO



ADJUSTMENT RULES FOR ALL GOALLINE DEFENSES

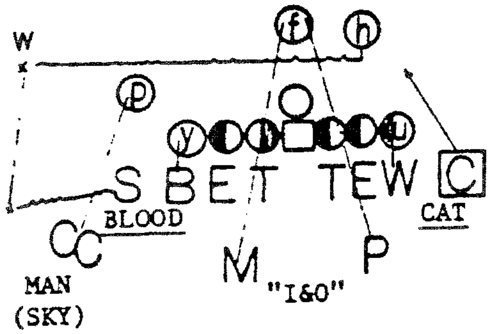
1- BACK MOTION:
   1-1 "BLOODIE" TO MOTION/SIDE AND "CAT" BACKSIDE
   1-2 SLANT THE LINE TO THE MOTION/BACK
   1-3 MIKE AND PLUGGER "I & O" THE REMAINING/BACK
****1-4 BROWN & BLUE I: SLANT TO BACKFIELD; "CAT" BACKSIDE; "BLOODIE" THE POWER/BACK; "I & O" THE TAILBACK

2- ALIGNED ONE/BACK SET:
   2-1 PLUGGER ADJUST AND PLAY "DOUBLE/ZEKE"
****2-2 SPECIAL: COULD "DOUBLE/PSYCHO"

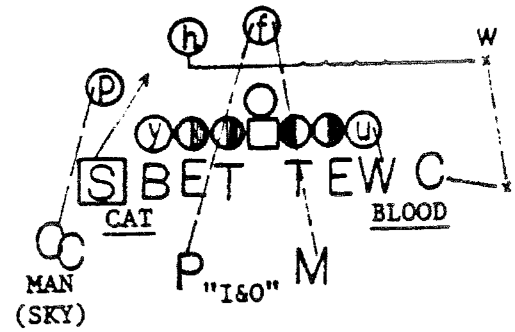
3- OPEN FORMATIONS/PICK SITUATIONS/SWITCH PAIR:
   3-1 AUTO: "DOUBLE/ZEKE"

4- UNBALANCED:
   4-1 MOVE THE LINE AND PLAY THE DEFENSE CALLED

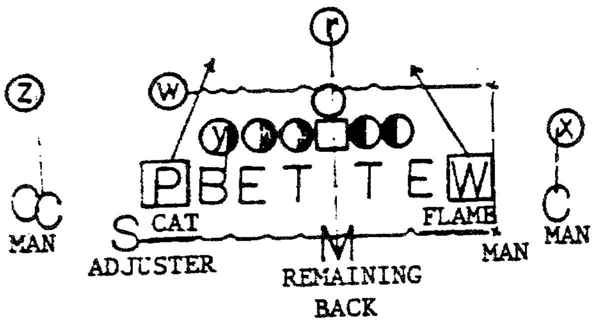
BASIC GOALLINE ADJUSTMENTS TO ALL GOALLINE DEFENSES



1-1 TRIPS MOTION

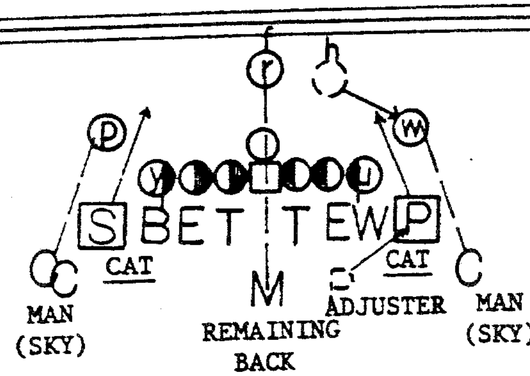


1-2 DOUBLE WING MOTION



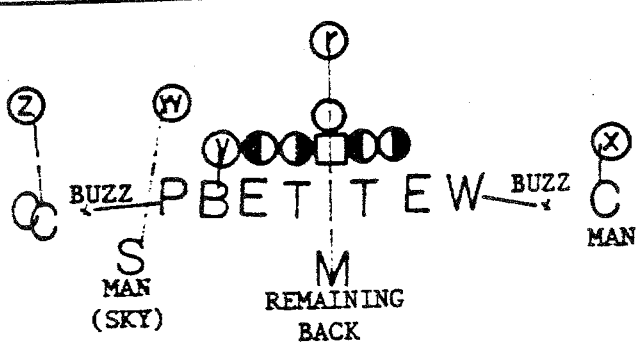
****PLUGGER ADJUSTS

2-1 ALIGNED TRIPS (SHIFTED TO): OPTION, "DOUBLE PSYCHO" (WOODY/ WOODY)



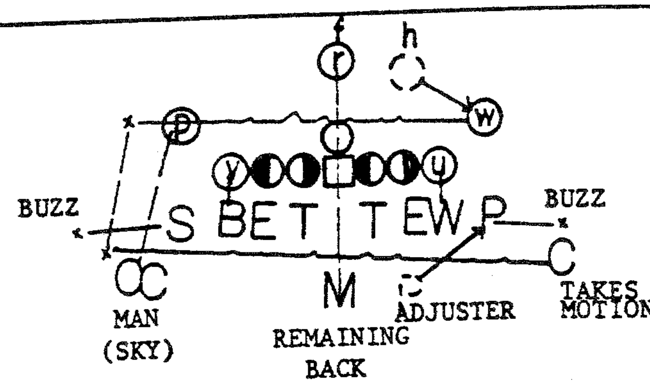
****PLUGGER ADJUSTS

2-2 ALIGNED (SHIFTED TO) DOUBLE WING: OPTION, "DOUBLE PSYCHO" (WOODY/ WOODY)



****PLUGGER ADJUSTS

2-3 ALIGNED TRIPS (SHIFTED TO) TRIPS: OPTION, "DOUBLE ZEKE"

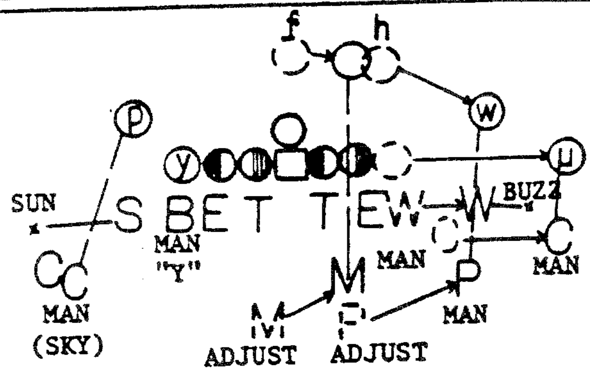


****PLUGGER ADJUSTS

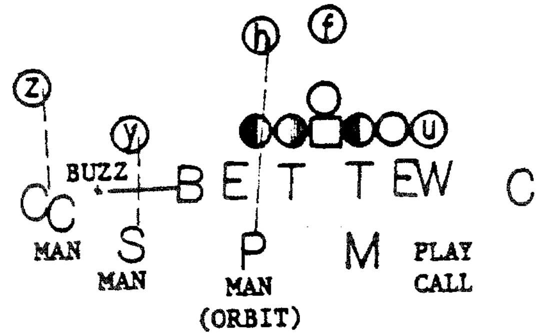
2-4 ALIGNED (SHIFTED TO) DOUBLE WING: OPTION, "DOUBLE ZEKE"

DOUBLE WING ADJUSTMENT (CON'T)
(DOUBLE ZEKE OR DOUBLE PSYCHO)

BASIC ADJUSTMENTS
1. "Y" OR TX("U") OPEN
2. PICK SITUATION
3. SWITCH/PAIR

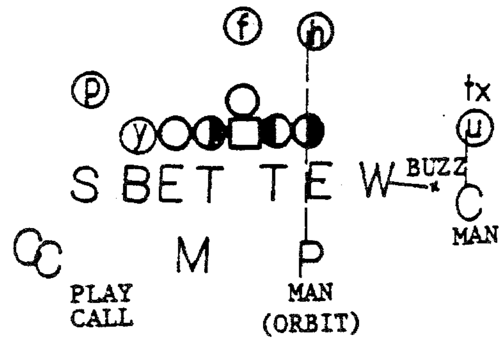


2-5 EXAMPLE: DOUBLE ZEKE VERSUS "DOUBLE-WING-OPEN"



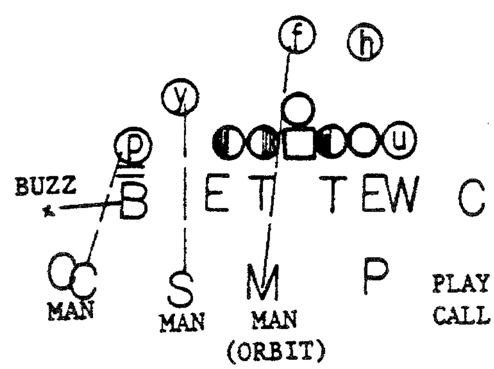
3-1 "Y" OPEN AND PICK SITUATION: AUTO, "BUZZ"





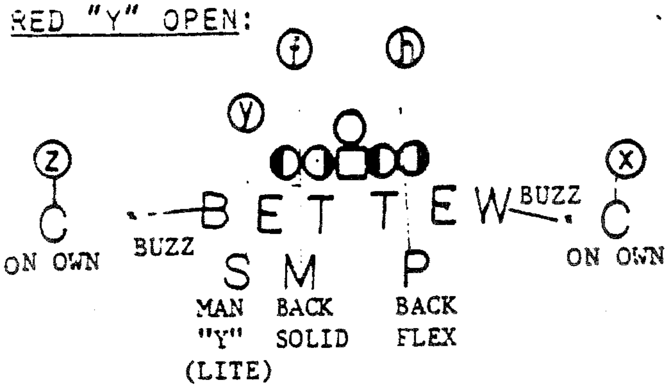
3-2 TX(U) OPEN: AUTO, "BUZZ"





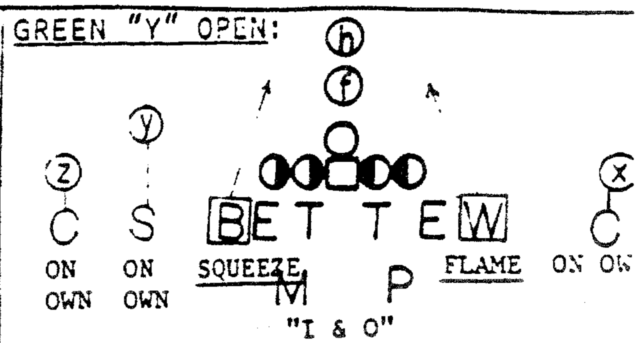
3-3 SWITCH/PAIR: AUTO, "BUZZ"

RED "Y" OPEN:



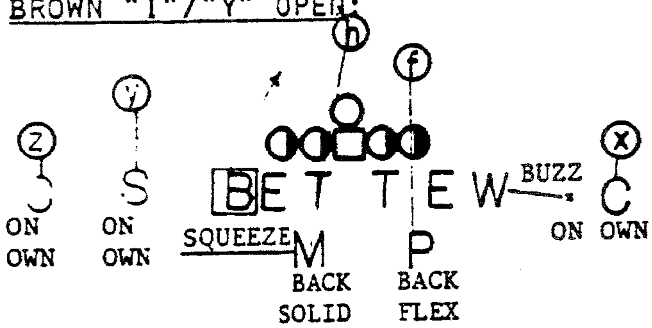
****AUTO "DOUBLE/ZEKE"

GREEN "Y" OPEN:



****AUTO "DOUBLE/PSYCHO"

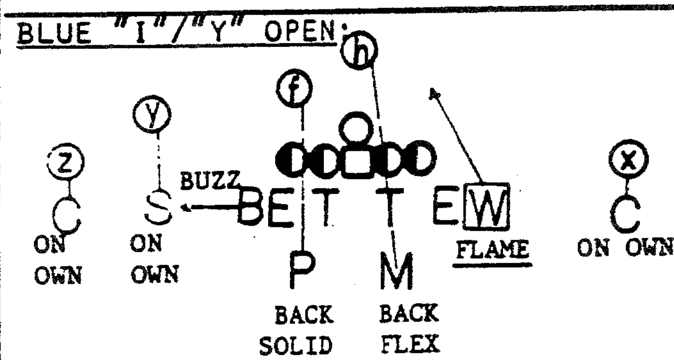
BROWN "I"/"Y" OPEN:



****AUTO "SLANT" (STAR/PORT)



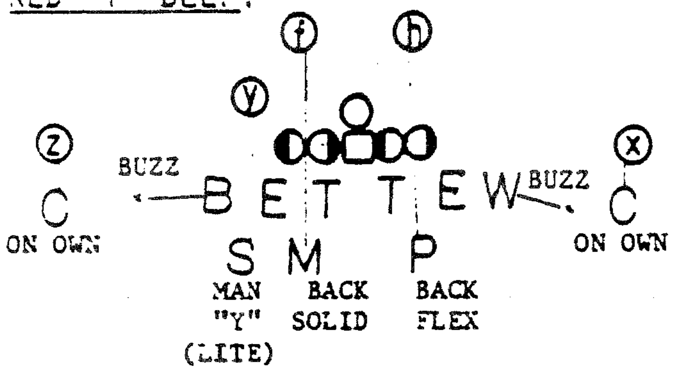
BLUE "I"/"Y" OPEN:



****AUTO "SLANT" (STAR/PORT)

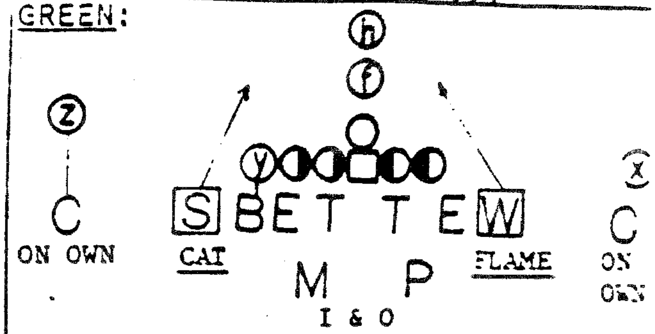


RED "Y" DEEP:



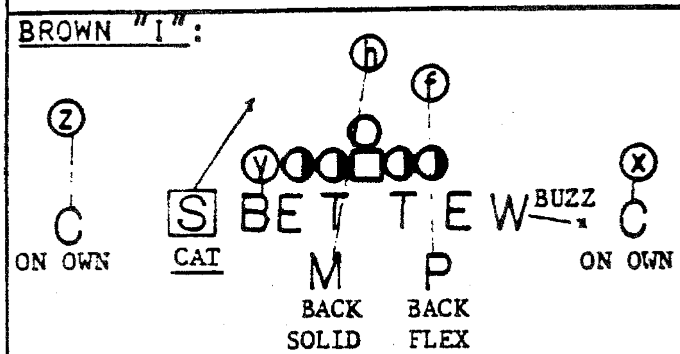
****AUTO "DOUBLE/ZEKE"

GREEN:



****AUTO "DOUBLE/PSYCHO"

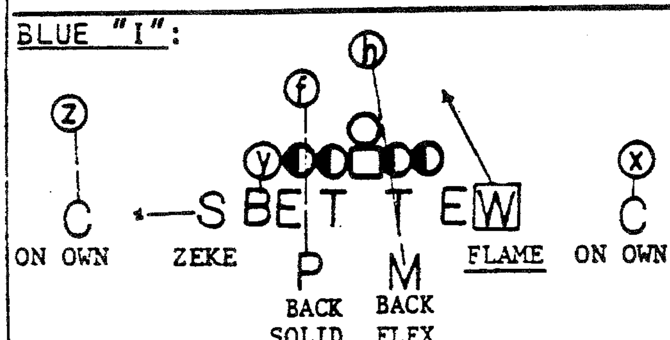
BROWN "I":



****AUTO "SLANT" (STAR/PORT)



BLUE "I":

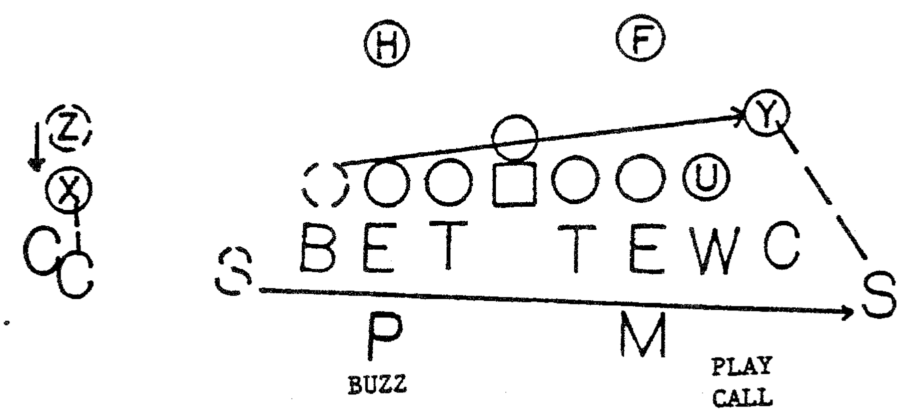


****AUTO "SLANT" (STAR/PORT)

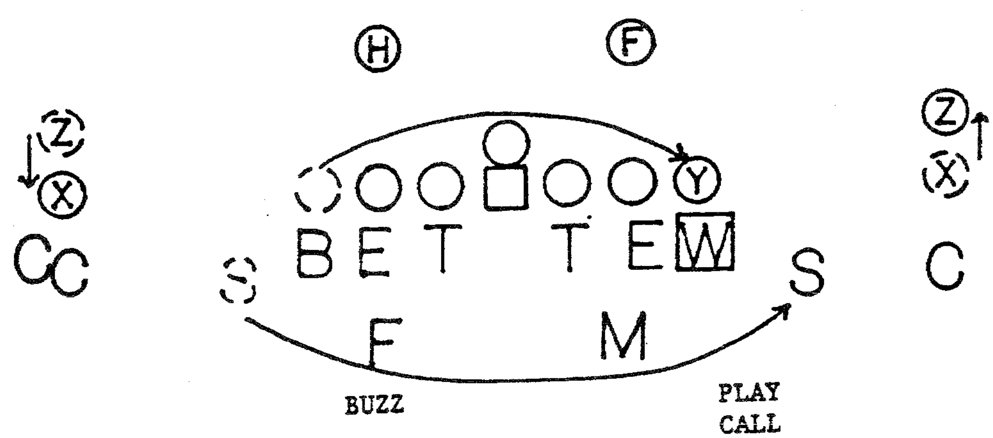


GOALLINE ADJUSTMENTS

1. SHOULD A "Y" SHIFT TO PAIR POSITION, THE STRONG SAFETY WILL ADJUST AND PLAY THE RECEIVER MAN COVERAGE ---- TO THE OPEN SIDE, PLAY BUZZ

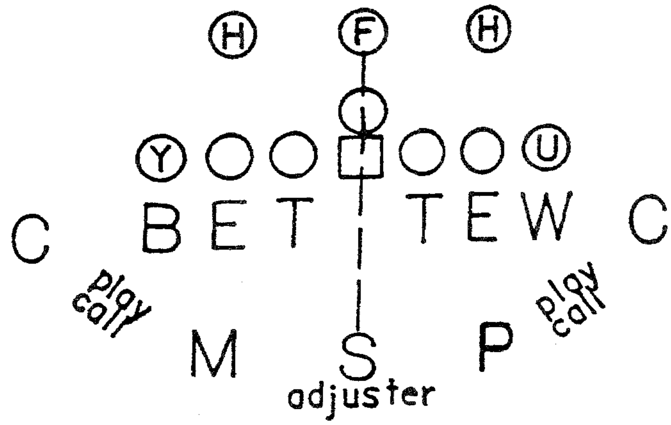


1-1 SHOULD "Y" SHIFT, SAFETY ADJUST AND PLAY BANJO (OR CALL) ---- OPEN SIDE PLAY BUZZ

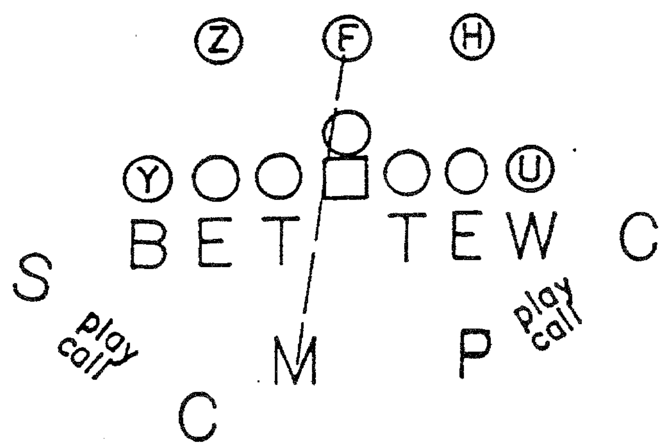


GOALLINE ADJUSTMENTS

2- VERSUS A FULL HOUSE SET WITH THREE RUNNING BACKS, THE STRONG SAFETY ALIGNS IN THE MIDDLE OF THE FORMATION AND TAKES THE FULLBACK----THE STRONG SAFETY IS THE ADJUSTER TO ANY BACKFIELD SHIFT OR MOTION.

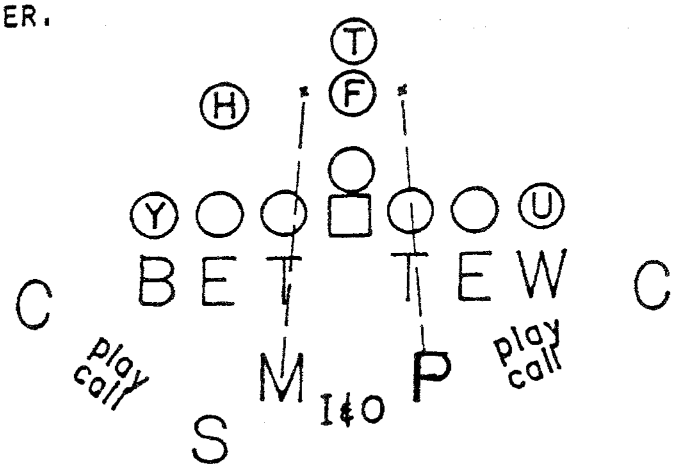


2-1 VERSUS A BROWN SET WITH "Z" IN THE BACKFIELD, THE STRONG SAFETY ALIGNS ON THE L.O.S. TO THE "Z" SIDE AND PLAYS APPROPRIATE CALL WITH THE CORNER TO HIS SIDE. (MIKE HAS FB)

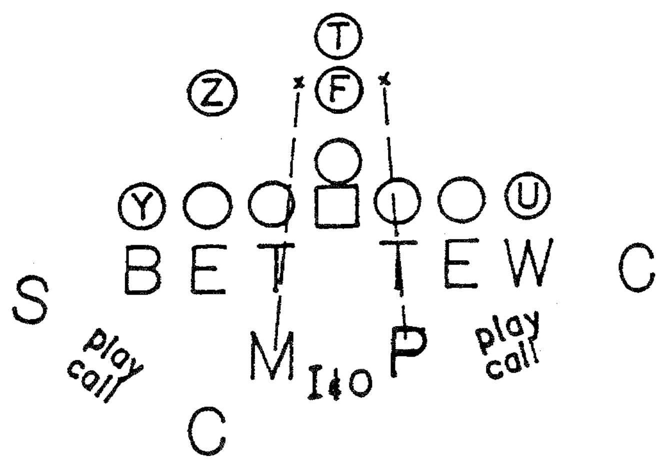


GOALLINE ADJUSTMENTS

3. VERSUS A "POWER I" WITH THREE BACKS, "M" AND "P" PLAY "I AND O" ON THE "I" BACKS----THE STRONG SAFETY ALIGNS INSIDE TO THE "POWER" SIDE AND PLAYS APPROPRIATE CALL WITH THE CORNER.

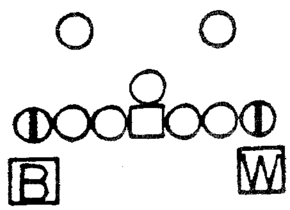


3-1 VERSUS A "POWER I" WITH "Z" SET AS THE POWER BACK, "M" AND "F" PLAY "I AND O" ON THE "I" BACKS---- THE STRONG SAFETY ALIGNS OUTSIDE TO THE "POWER" SIDE AND PLAYS APPROPRIATE CALL WITH THE CORNER.

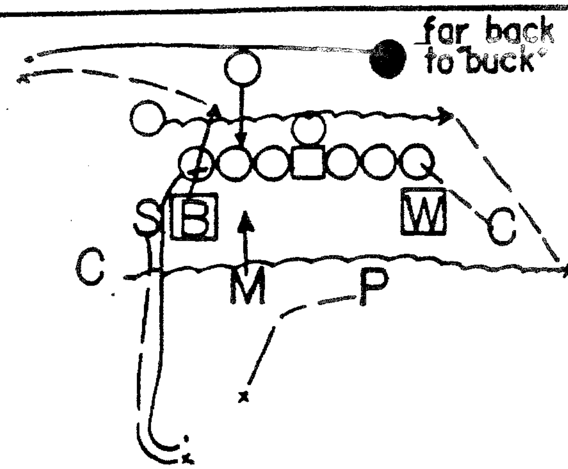


GOALLINE OUTSIDE LINEBACKER

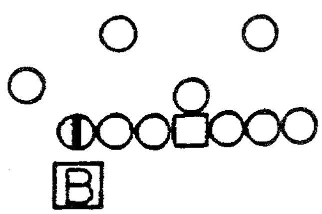
BASIC PRINCIPLES



1. ANCHOR TECHNIQUE (OLB IN CHARGE): RETARD RELEASE OF "Y" ("U"); CLOSE, VERSUS DOWN BLOCK; FILL, VERSUS RUN TO; PASS, RUSH AND CONTAIN (ALERT TO TAKE SWING OF FAR BACK).

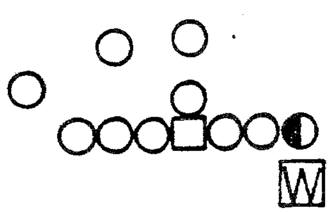


EXAMPLE OF #1



2. WHEN OUTSIDE LINEBACKER IN CHARGE HAS "PAIR" OR "CLOSE" FLANKER TO HIS SIDE, PLAY HEAD UP ANCHOR.

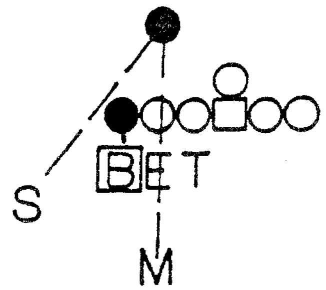




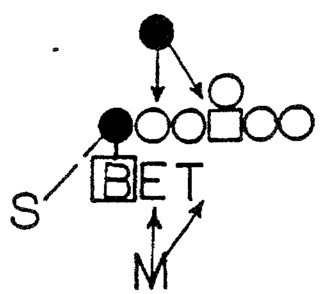
3. AT TIMES, WHEN NOT CONFRONTED BY "PAIR" OR "CLOSE" FLANKER, ANCHOR OLB MAY PLAY TOUGH INSIDE TECHNIQUE ("C" GAP).



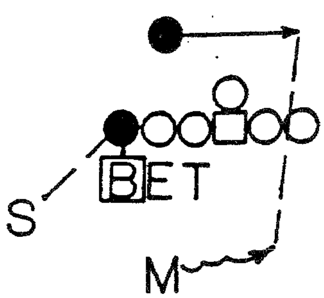
GOALLINE
(BANJO COVERAGE)



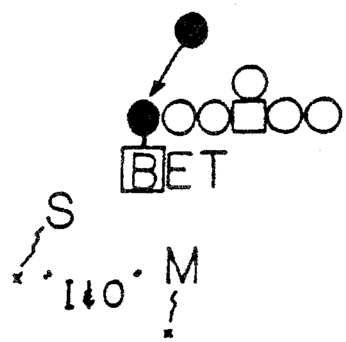
1. DEFENSIVE BACK AND INSIDE DEFENDER READ BACK SET TO THEIR SIDE (THE BACK AND TIGHT RECEIVER ARE BEING DEFENDED).



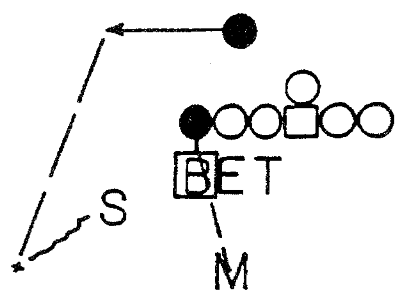
2. IF THE BACK DIVES, HE IS TAKEN BY THE INSIDE DEFENDER AND THE TIGHT RECEIVER IS TAKEN BY THE DEFENSIVE BACK.



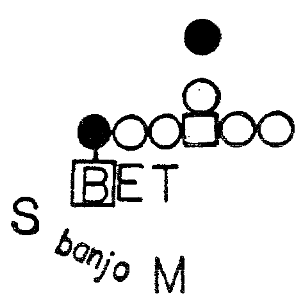
3. IF THE BACK GOES AWAY, HE IS TAKEN BY THE INSIDE DEFENDER AND THE TIGHT RECEIVER IS TAKEN BY THE DEFENSIVE BACK.



4. IF THE BACKS ANGLE IS TOWARD THE TIGHT RECEIVER, THE DEFENSIVE BACK AND INSIDE DEFENDER PLAY PATTERN "I & O".



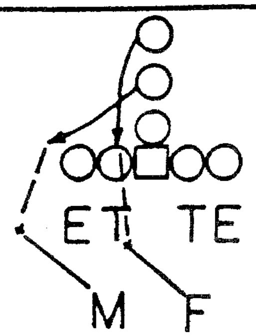
5. IF THE BACKS ANGLE IS PARALLEL WITH L.O.S. AND TOWARD DEFENSIVE BACK, HE IS TAKEN BY THE DEFENSIVE BACK AND THE INSIDE DEFENDER TAKES THE TIGHT RECEIVER.



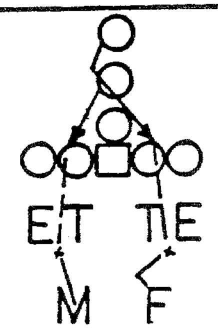
6. IF NO BACK SET TO THE DEFENSIVE BACK, BANJO STAYS ON: MAY "ICE" IT, IN CERTAIN SITUATIONS.

GOALLINE

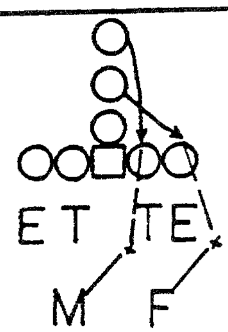
("I & O" COVERAGE -vs- GREEN)



1. IF BOTH BACKS HIT TOWARDS MIKE MIKE TAKES OUTSIDE RECEIVER AND THE FREE SAFETY TAKES THE INSIDE RECEIVER.



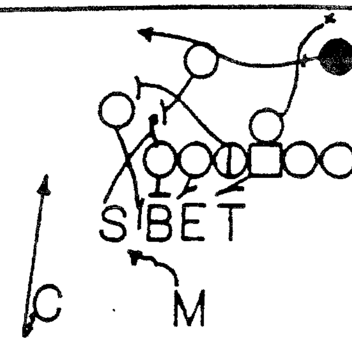
2. IF THE BACKS DIVIDE, THE MIKE AND FREE SAFETY TAKE THE BACK THAT HITS TO THEIR RESPECTIVE SIDE.



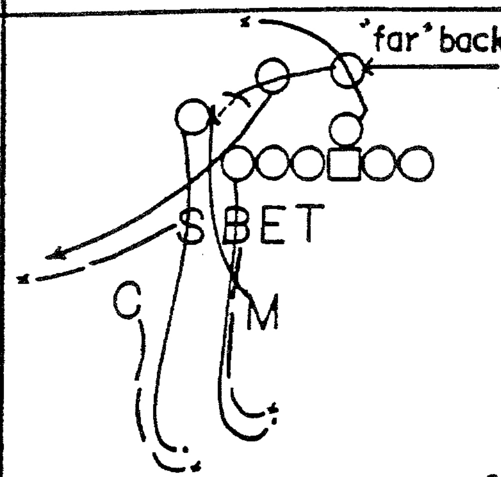
3. IF BOTH BACKS HIT TOWARDS THE FREE SAFETY, THE FREE SAFETY TAKES THE OUTSIDE RECEIVER AND MIKE TAKES THE INSIDE RECEIVER.

GOALLINE

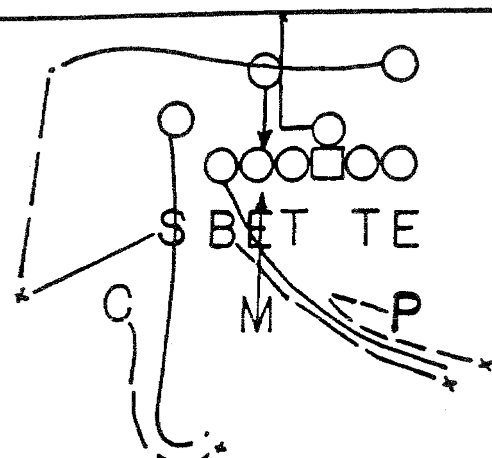
(ZEKE COVERAGE)



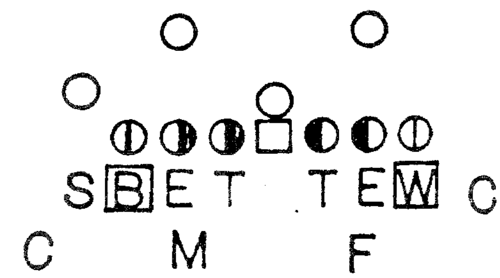
1. "ZEKE" DEFENSIVE BACK (IN THIS CASE STRONG SAFETY) ATTACKS AND FORCES ALL OUTSIDE RUNS, TAKING ON NEAR BLOCKERS WITH OUTSIDE SHOULDER AND MAKING PLAY BOUNCE



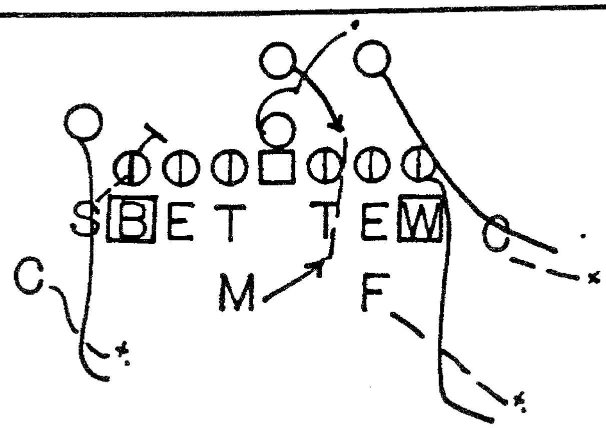
2. IF NEAR BACK IN FLAT, STRONG SAFETY TAKES HIM AND MIKE PUSHE LOOKING FOR "FAR" BACK.



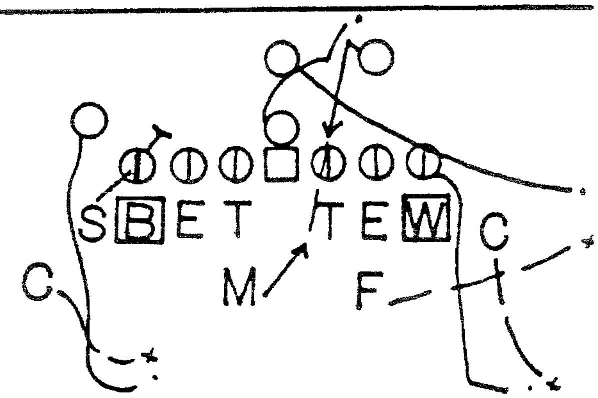
3. STRONG SAFETY IS IN POSITION TO TAKE "FAR" BACK; IF OPPOSITE A "ZEKE" CALL AND YOUR BACK SWING AWAY, LOOK UP SNEAK.



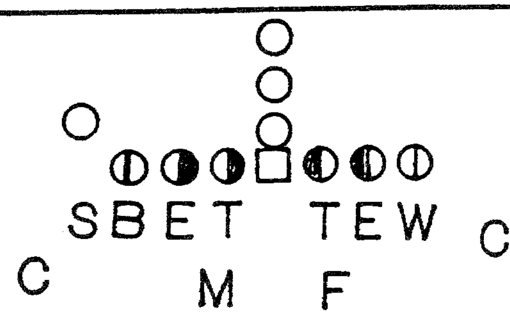
1. If the outside linebackers are wanted in the run game, to be <u>anchored</u>, "I & O" or "Banjo" must be used.



2. Facing play action teams:
   2-1. If opponent uses regular (full flow) play action it is best to <u>BANJO</u>.



3. Facing play action teams:
   3-1. If opponent uses more cross action, it is best to <u>I & O</u>.



4. Facing a <u>GREEN</u> set, there is one of three basic options for perimeter play:
   4-1. I & O
   4-2. STUD/CAT
   4-3. Combination of above.

MARY TECHNIQUE

MARY, THE "ON-THE-LINE" DEFENDER PLAYS "TOUGH" MAN-TO-MAN COVERAGE AND IS BACKED UP BY A DEFENDER PLAYING THE DEEP ½ ZONE.

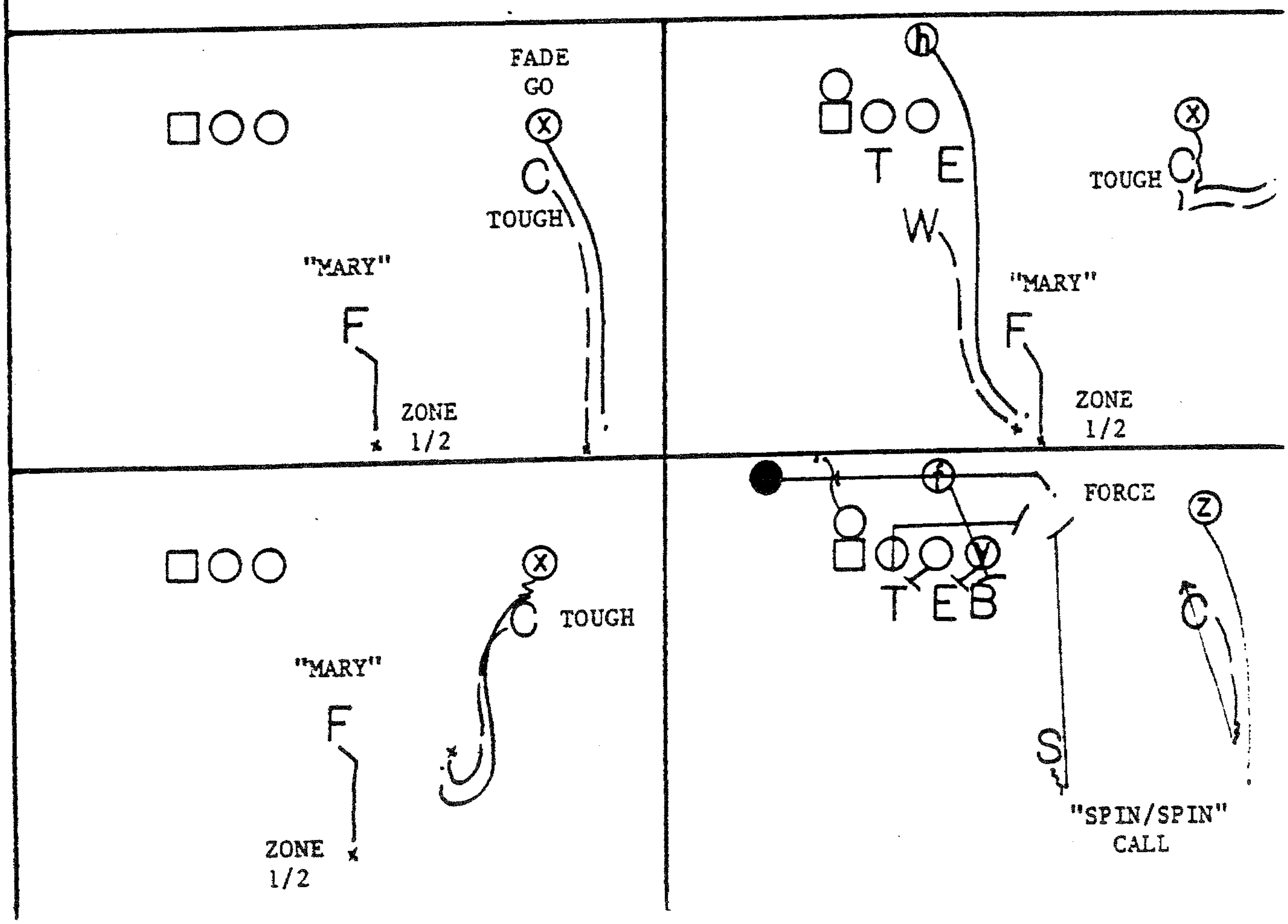
MAN DEFENDERS:

1. PLAY AGGRESSIVE MAN-TO-MAN COVERAGE VERSUS ASSIGNED RECEIVER.

SAFETY:

1. ZONE DEFEND DEEP ONE HALF OF THE FIELD; READ THE QUARTERBACK FOR BALL RELEASE AND FEEL RECEIVERS, ALWAYS DEEPER THAN THE DEEPEST IN YOUR AREA.
2. FORCE RUNS AND MAKE "SPIN-SPIN" CALL WHEN BALL COMMITTED.

****DEFENSIVE LINEMEN, MAKE STUNT CALL TO LINEBACKERS WHEN APPROPRIATE.



CLAMP (BRACKET) TECHNIQUE

****(BRACKET TECHNIQUE HAS THE SAME RULES AS CLAMP, EXCEPT OUTSIDE DEFENDER ALIGNS ABOUT 8 YARDS OFF L.O.S.).

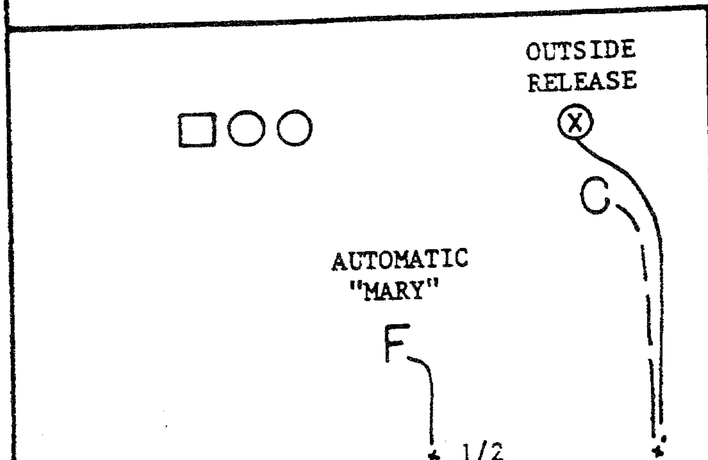
CLAMP, IS A DOUBLE COVERAGE MAN-TO-MAN TECHNIQUE. THE OUTSIDE DEFENDER ALIGNS TO THE OUTSIDE OF THE RECEIVER AND IS ON OR NEAR THE L.O.S. THE INSIDE DEFENDER ALIGNS 8 YARDS DEEP (NORMAL FIELD POSITION) AND TO THE INSIDE OF THE RECEIVER. THE OUTSIDE DEFENDER IS RESPONSIBLE FOR OUTSIDE ROUTES AND THE INSIDE DEFENDER FOR INSIDE ROUTES.

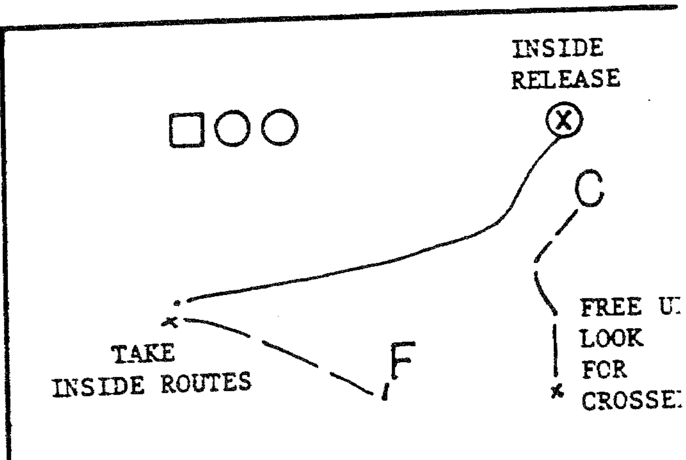
OUTSIDE DEFENDER:

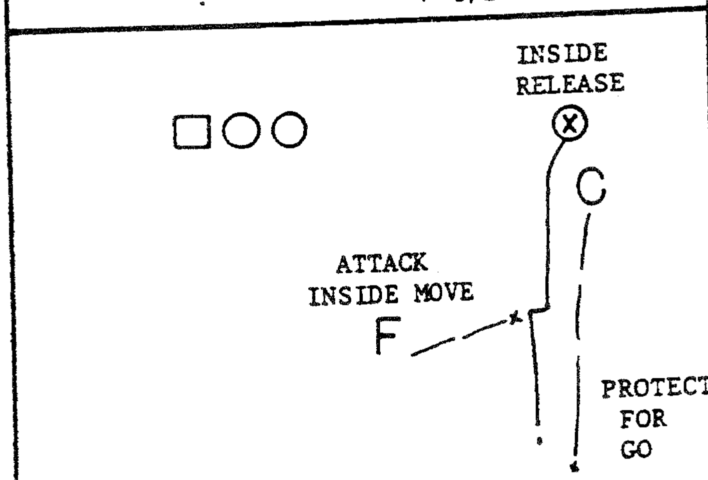
1. RETARD THE RELEASE OF THE RECEIVER.
2. IF THE RECEIVER RELEASES OUTSIDE, PLAY HIM BUMP AND RUN (TECHNIQUE TURNS TO MARY).
3. IF THE RECEIVER RELEASES INSIDE, RUN ON THE OUTSIDE OF THE RECEIVER, HOLDER LEVERAGE.
   3-1. IF THE RECEIVER RUNS INSIDE ROUTE OR FAKES INSIDE, GET DEEP AND DEFEND THE "FAKE AND GO" TYPE ROUTES.

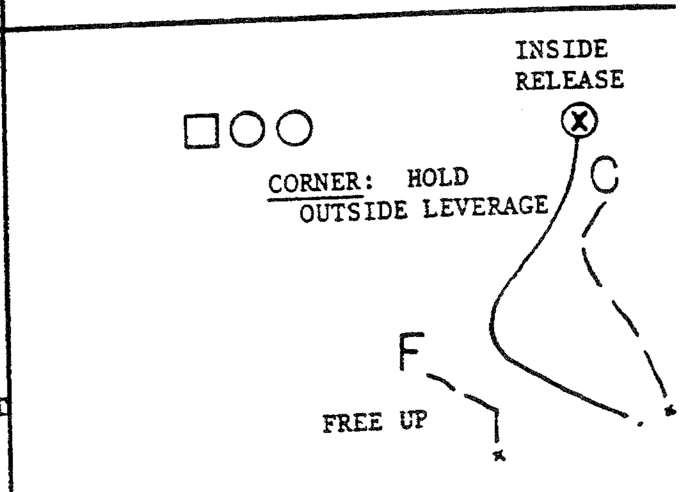
INSIDE DEFENDER:

1. IF THE RECEIVER RELEASES OUTSIDE, DEFEND DEEP 1/2 (TECHNIQUE TURNS TO MARY).
2. VERSUS INSIDE RELEASE, AGGRESSIVELY DEFEND ALL INSIDE ROUTES, THE OUTSIDE DEFENDER WILL PROTECT DEEP.
   2-1. VERSUS THE CIRCLE-OUT ROUTE, HOLD DEEP INSIDE LEVERAGE.









KICK TECHNIQUE

KICK, IS A MAN-TO-MAN DOUBLE COVERAGE TYPE TECHNIQUE WHEREBY THE SHORT OUTSIDE DEFENDER PLAYS A ZONE LEVEL TECHNIQUE CONCEPT. THE INSIDE DEFENDER (SAFETY) ALIGNS 8 YARDS DEEP (NORMAL FIELD POSITION) AND PLAYS INSIDE MAN-TO-MAN COVERAGE.

SHORT OUTSIDE DEFENDER:

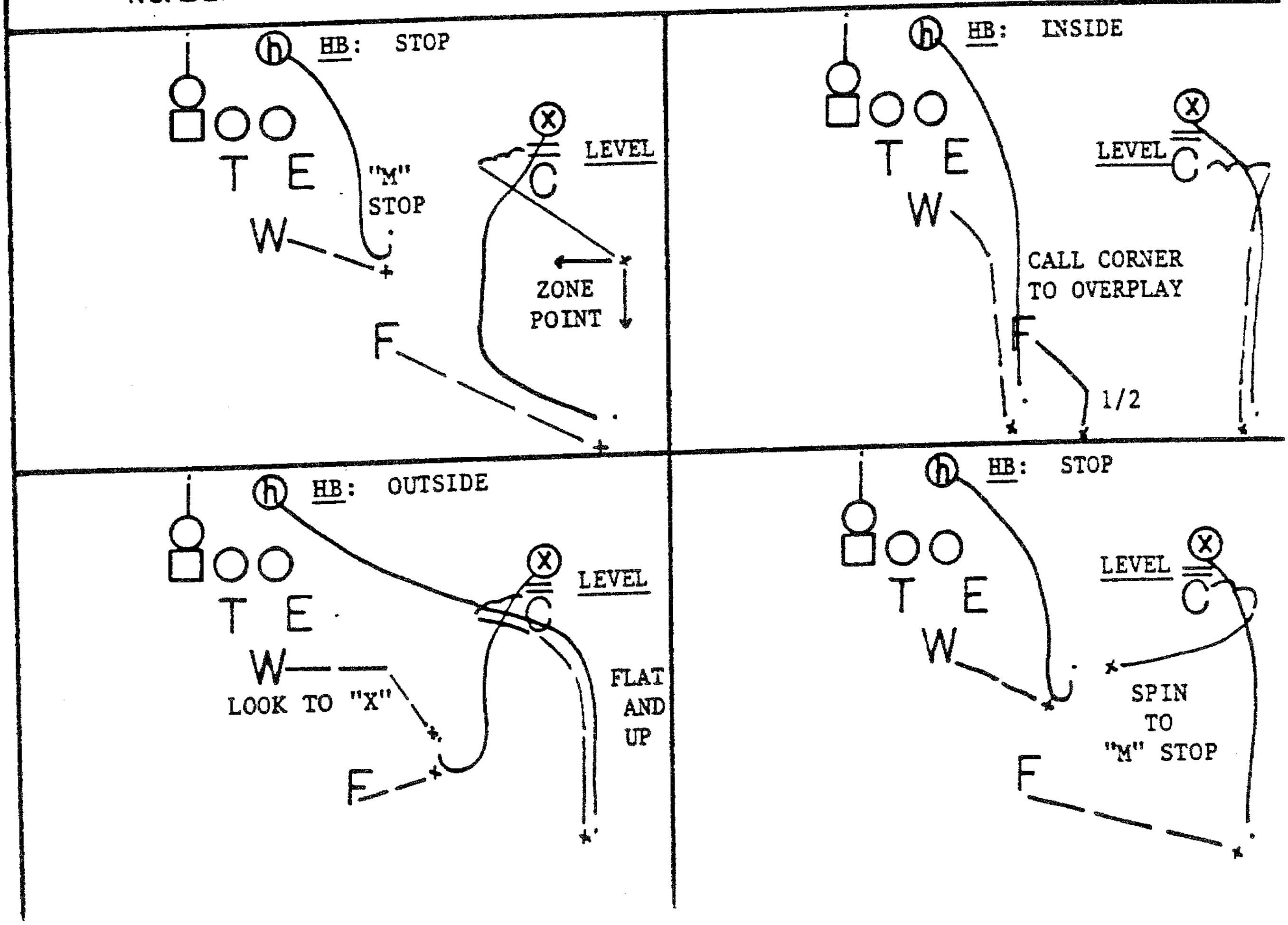
1. LEVEL, RETARD THE RELEASE OF ASIGNED RECEIVER.
2. DEFEND THE FLAT.
3. READ NUMBER TWO, ALERT TO TAKE NUMBER TWO ON FLAT AND UPS.
4. HELP ON FADES AND CIRCLE OUTS.
5. USE "SPIN" TECHNIQUE TO HELP ON NUMBER TWO IN THE FLAT.
6. FORCE RUNS

INSIDE DEFENDER:

1. HOLD INSIDE MAN-TO-MAN LEVERAGE ON ASIGNED RECEIVER.
2. TAKE ALL ROUTES.
3. ALERT NUMBER TWO INSIDE OR AWARE SO AS TO CALL "SHORT DEFENDER" TO HELP ON NUMBER ONE.

INSIDE LINEBACKER:

1. TAKE NUMBER TWO ON ALL INSIDE AND AWAY ROUTES.
2. SHOULD NUMBER TWO RUN FLAT, CARRY HIM TO THE LEVELER THEN LOOK UP NUMBER ONE.



BUZZ TECHNIQUE

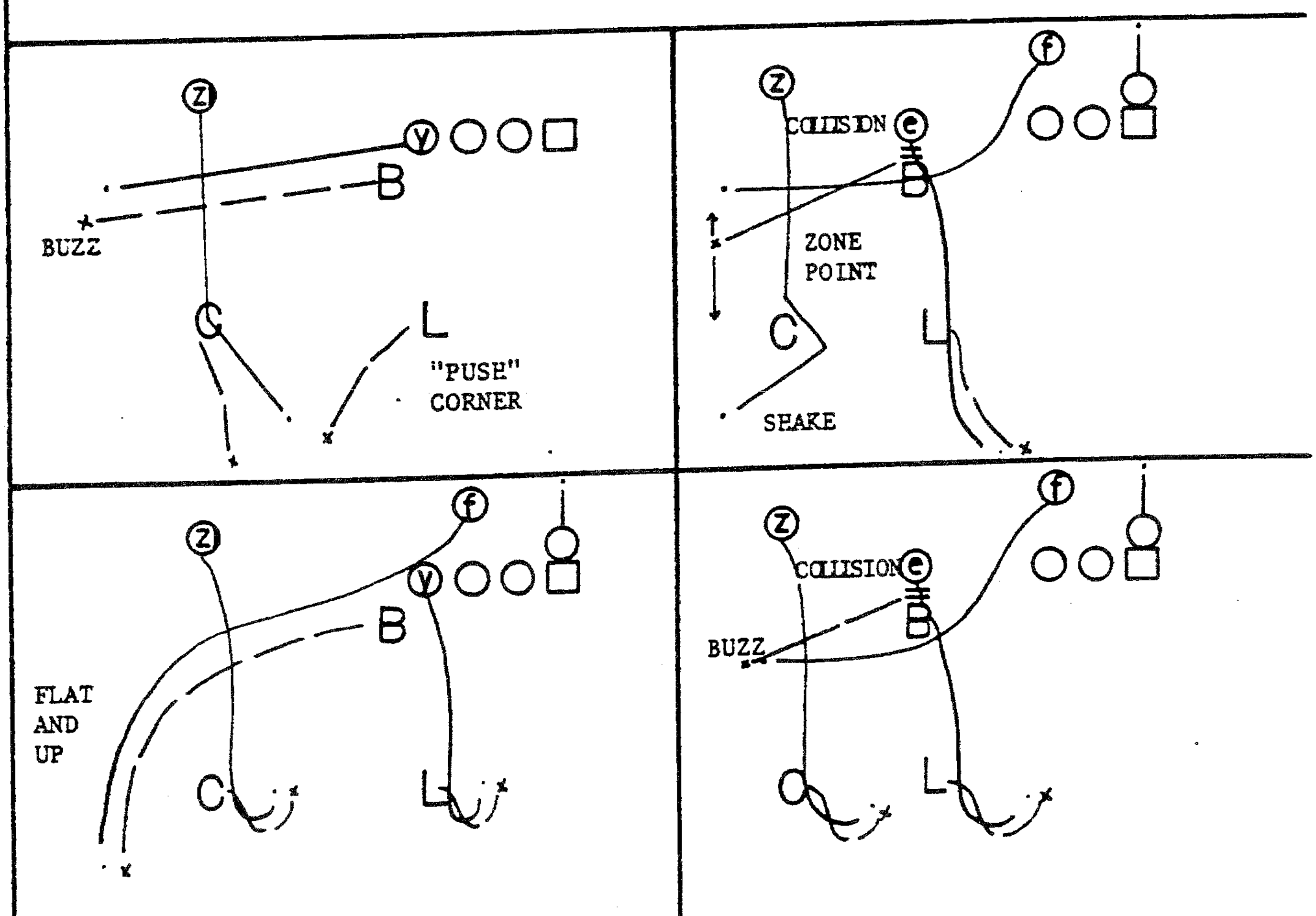
BUZZ, A MAN TO-MAN COVERAGE TECHNIQUE WITH OUTSIDE LINEBACKER ZONE HELP IN THE FLAT. MAN DEFENDERS PLAY INSIDE.

OUTSIDE LINEBACKER:

1. DRIVE AND DEFEND THE FLAT, IF POSSIBLE RETARD THE RELEASE OF THE NEAREST WIDE RECEIVER.
2. ALERT TO TAKE "INSIDE OUT" RECEIVER ON FLAT AND UPS.
3. FORCE RUNS.

MAN DEFENDERS:

1. HOLD INSIDE MAN-TO-MAN LEVERAGE ON ASIGNED RECEIVER.
2. TAKE ALL ROUTES.



SUN TECHNIQUE

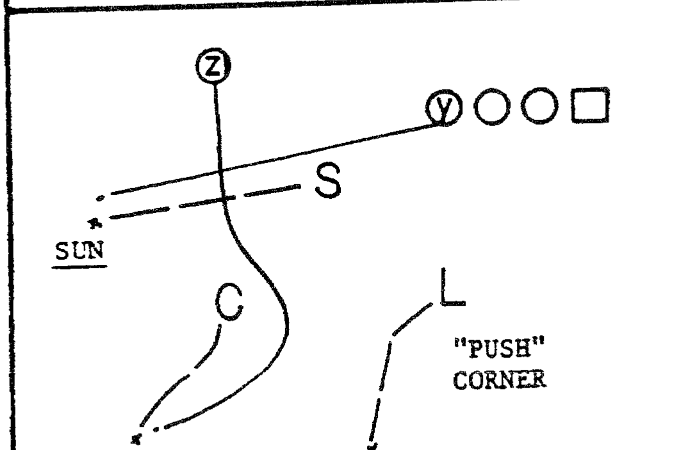
SUN, IS A MAN-TO-MAN DOUBLE COVERAGE TYPE TECHNIQUE WHEREBY THE SHORT INSIDE DEFENDER DRIVES AND DEFENDS THE FLAT ZONE. THE DEEP OUTSIDE DEFENDER PLAYS INSIDE MAN-TO-MAN COVERAGE. IN NORMAL FIELD POSITION THE DEEP OUTSIDE DEFENDER ALIGNS 8 YARDS DEEP.

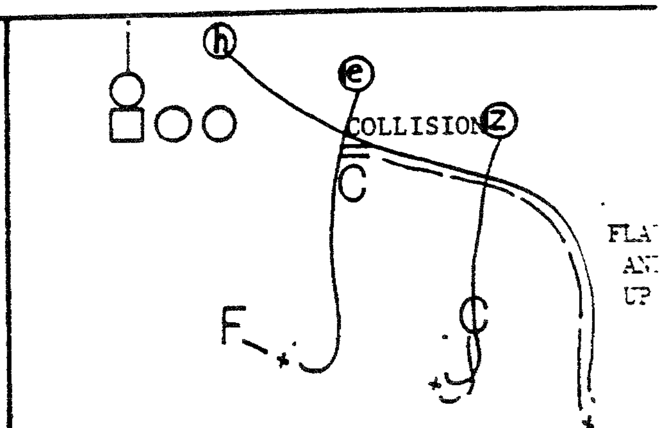
SHORT INSIDE DEFENDER:

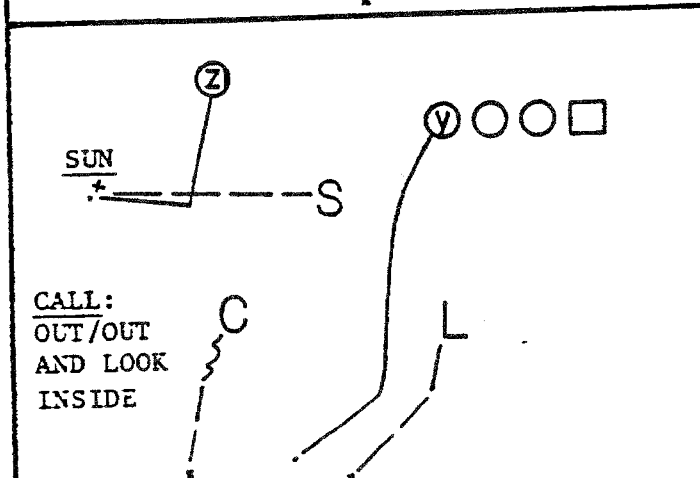
1. DRIVE AND DEFEND THE FLAT, IF POSSIBLE, FIRST RETARD THE RELEASE OF THE NEAREST WIDE RECEIVER.
2. ALERT TO HELP ON FADES AND CIRCLE OUTS.
3. ALERT TO TAKE "INSIDE OUT" RECEIVER ON FLAT AND UPS.
4. FORCE RUNS.

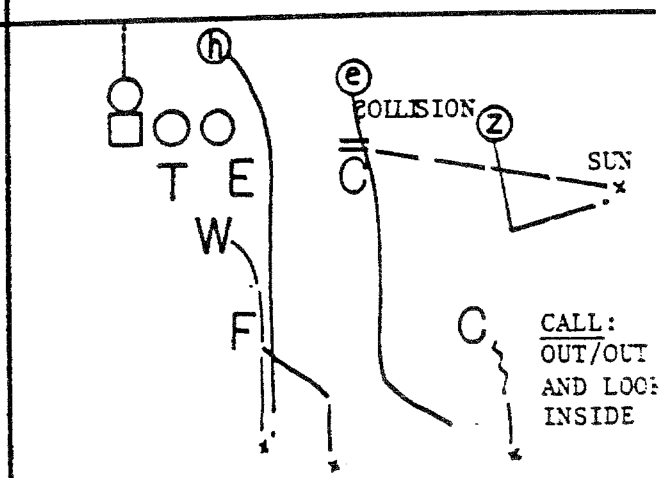
DEEP OUTSIDE DEFENDER:

1. HOLD INSIDE MAN-TO-MAN LEVERAGE ON ASIGNED RECEIVER.
2. TAKE ALL ROUTES (UNLESS OUT/OUT CALL).









WAX TECHNIQUE

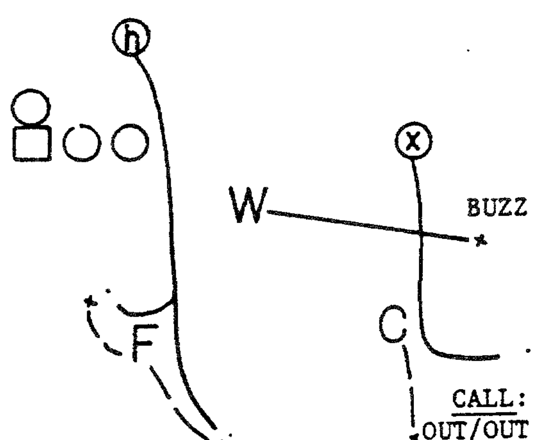
WAX, IS A MAN TO MAN DOUBLE COVERAGE TYPE TECHNIQUE WHEREBY THE WHIP DRIVES AND DEFENDS THE FLAT ZONE, THE FREE SAFETY PLAYS INSIDE MAN ON THE BACK SET FLEX AND THE FLEX CORNER DEFENDS NUMBER ONE INSIDE MAN.

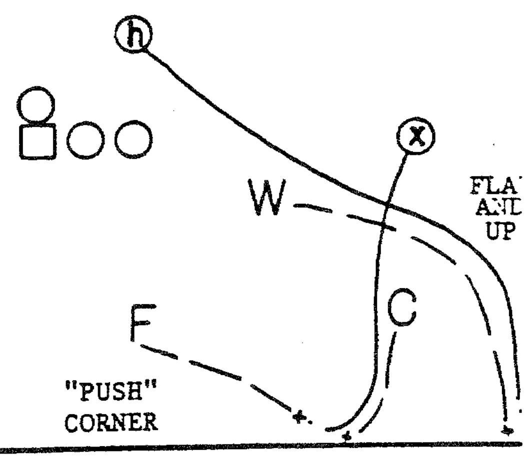
WHIP:

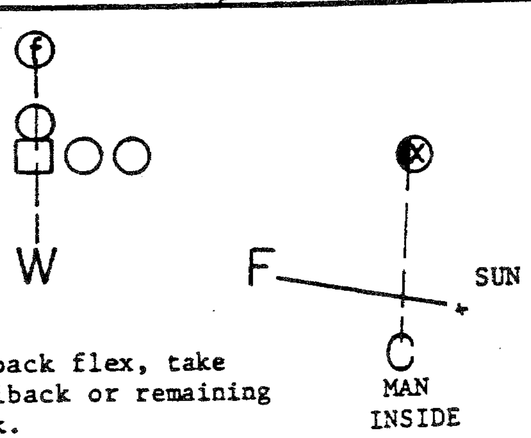
1. DRIVE (BUZZ) AND DEFEND FLAT ZONE.
2. X CLOSE, PLAY LIGHTNING.
3. ALERT TO HELP ON FADES AND CIRCLE OUTS.
4. TAKE ALL FLAT AND UPS.
5. NO BACK FLEX, TAKE FULLBACK (REMAINING BACK).

FREE SAFETY:

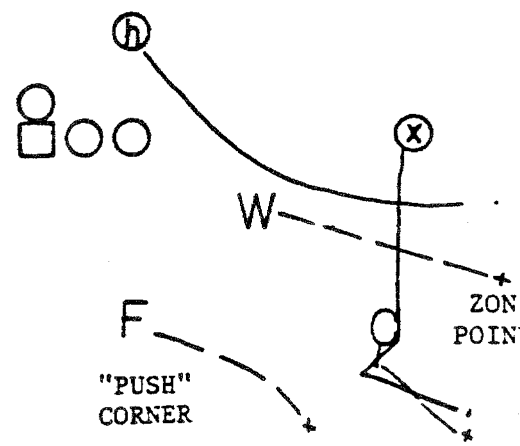
1. INSIDE MAN VERSUS FLEX SIDE BACK.
2. NO BACK FLEX, SUN.
3. BACK FLAT OUT, PUSH CORNER.
4. BACK MOTION AWAY, TAKE HIM.



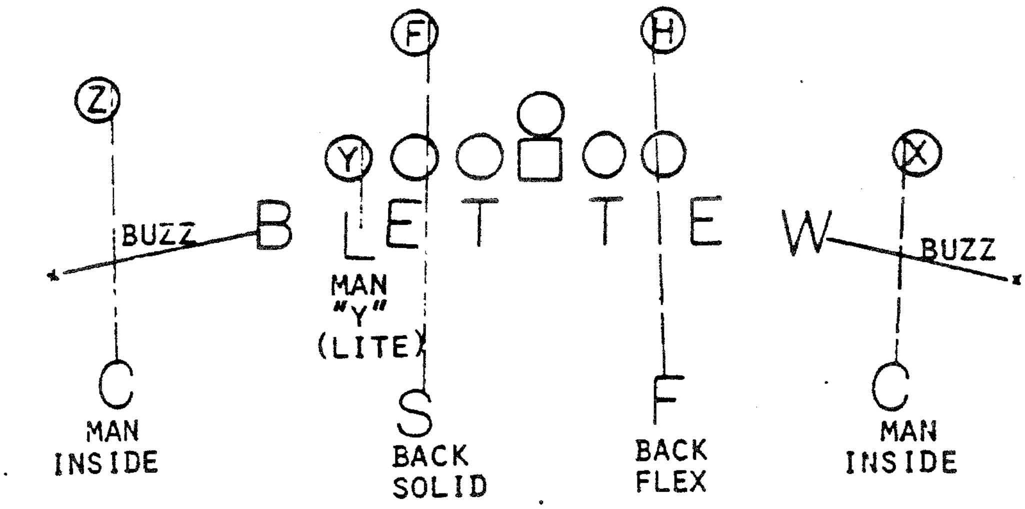




****No back flex, take fullback or remaining back.



NICKEL COVER SPIDER



BUCK: Buzz SOLID.

LURK: MAN INSIDE.

WHIP: Buzz FLEX.

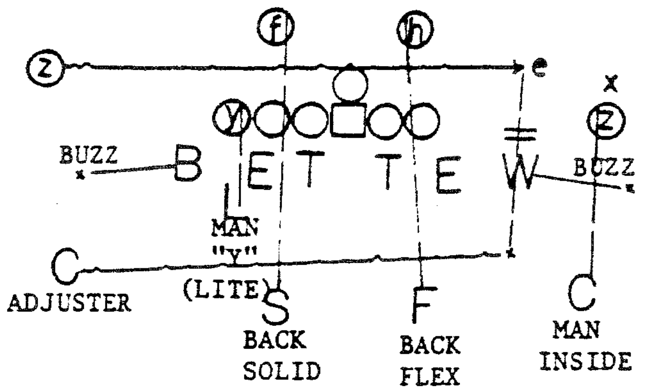
STRONG CORNER: MAN INSIDE.

STRONG SAFETY: TAKE BUCK'S COVERAGE.

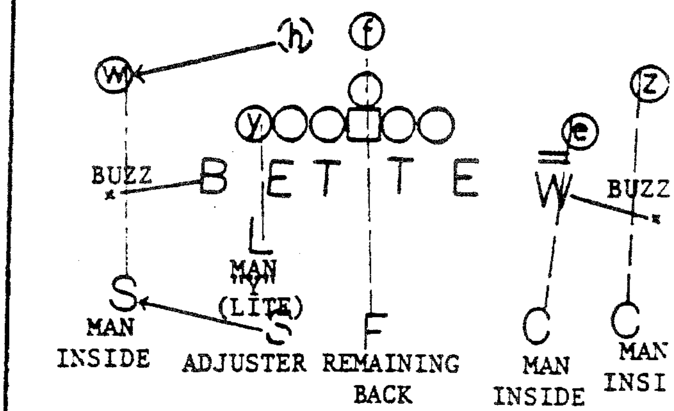
FREE SAFETY: TAKE WHIP'S COVERAGE.

WEAK SAFETY: MAN INSIDE.

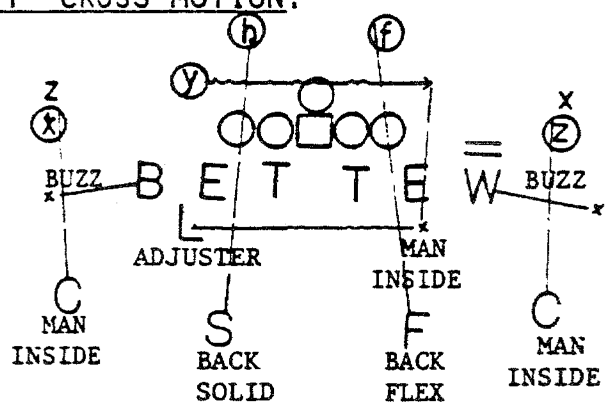
"Z" CROSS MOTION:



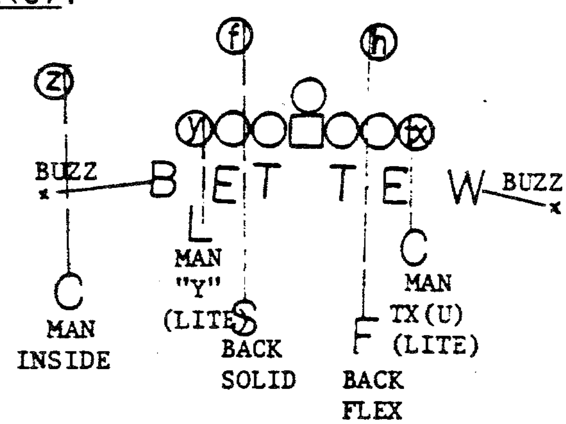
SLOT DOUBLE WING SHIFT:



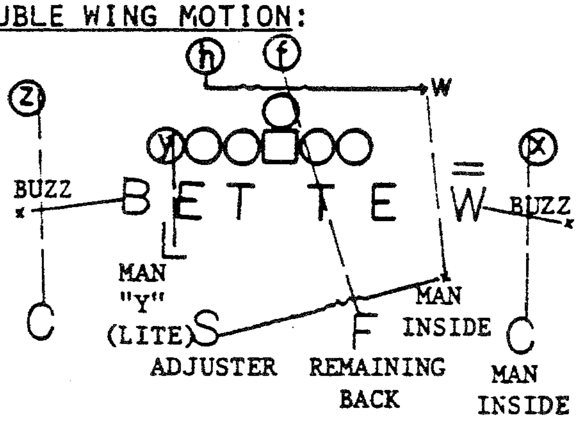
"Y" CROSS MOTION:



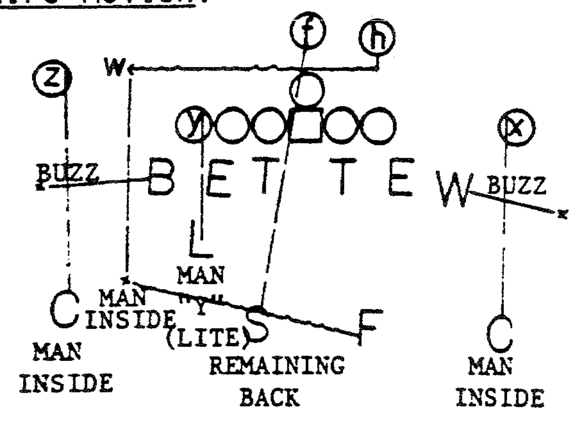
TX(U):



DOUBLE WING MOTION:

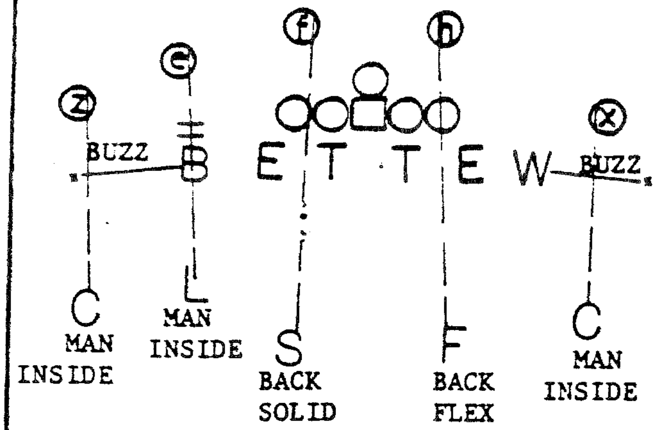


TRIPS MOTION:

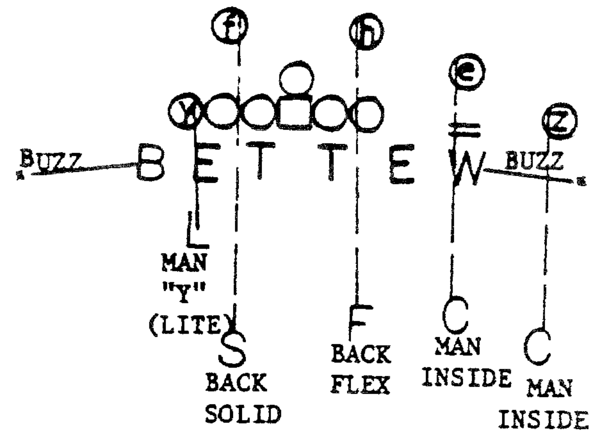


NICKEL COVER SPIDER ADJUSTMENTS

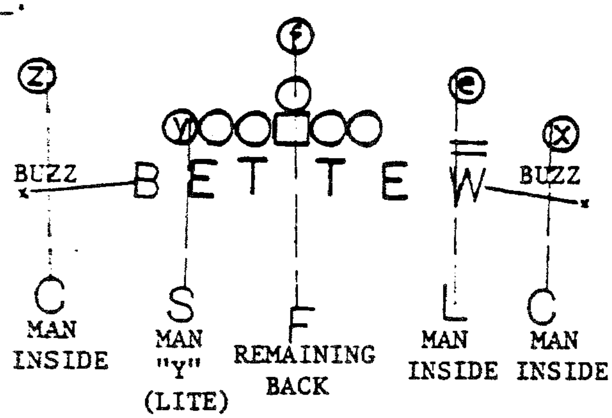
"S":



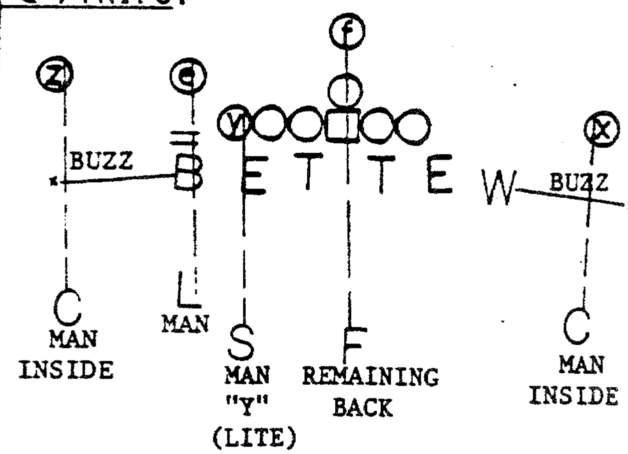
SLOT:



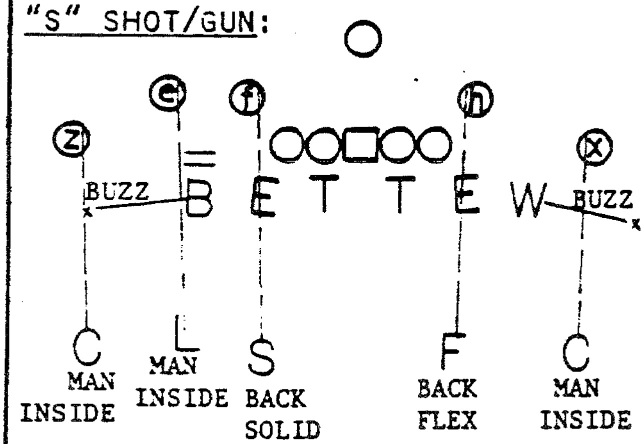
"Q":



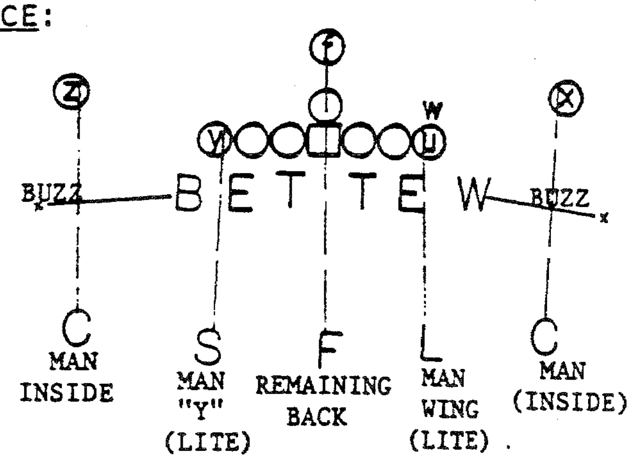
"Q"/TRIPS:



"S" SHOT/GUN:

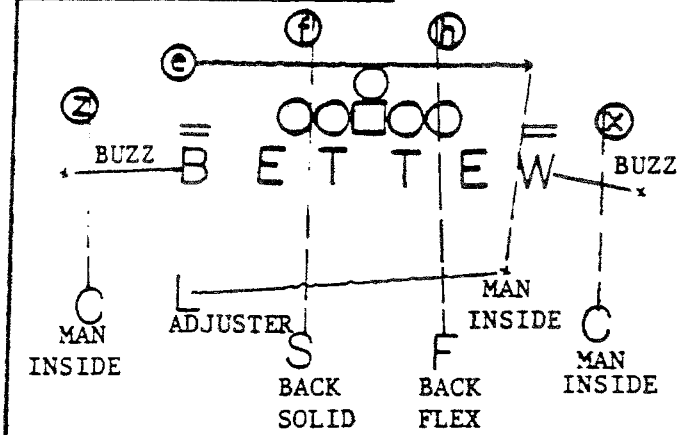


ACE:

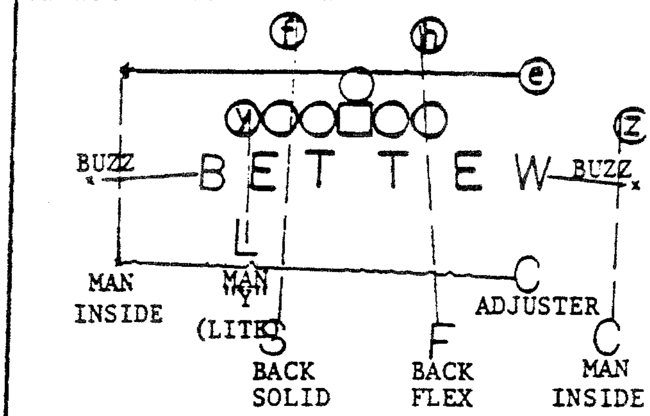


NICKEL COVER SPIDER ADJUSTMENTS

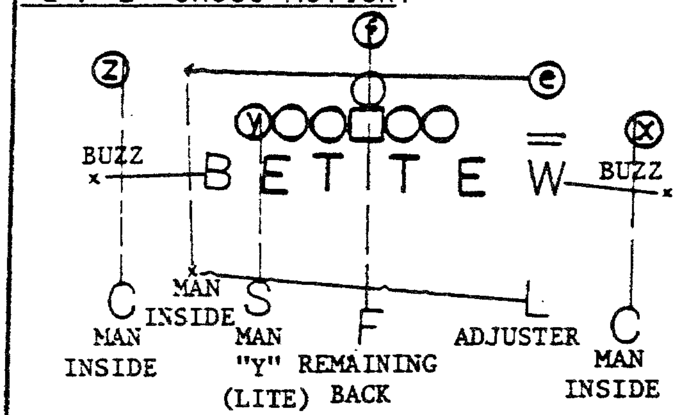
"S"/"E" CROSS MOTION:



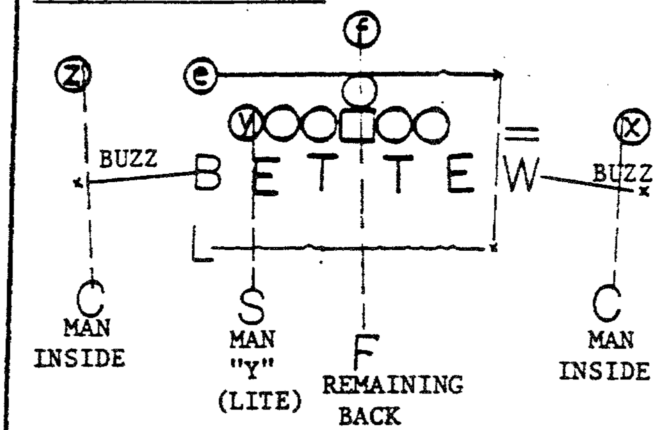
SLOT CROSS MOTION:



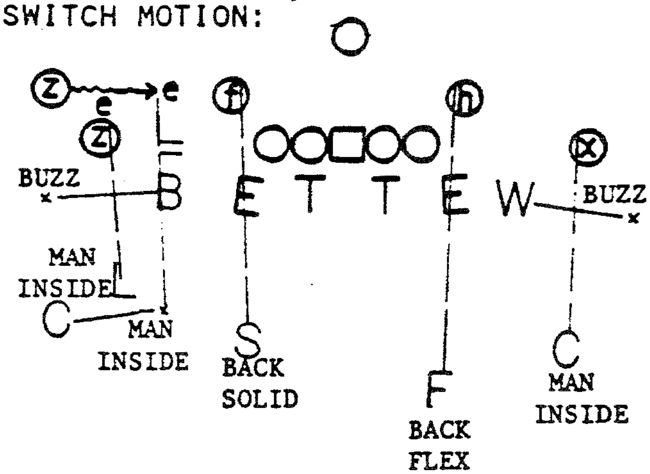
"Q"/"E" CROSS MOTION:



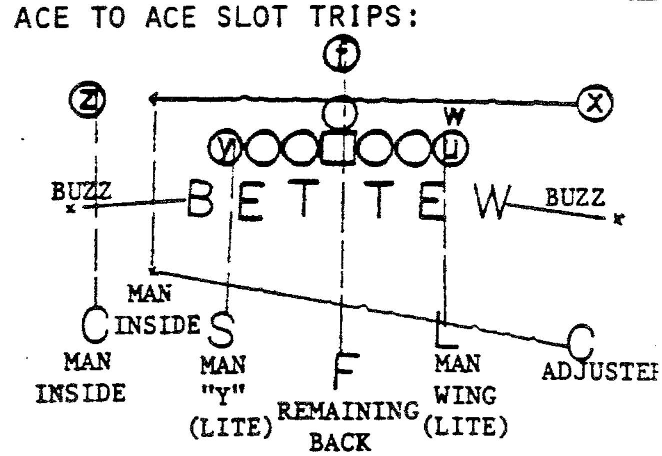
"Q"/TRIPS TO "Q":



SWITCH MOTION:

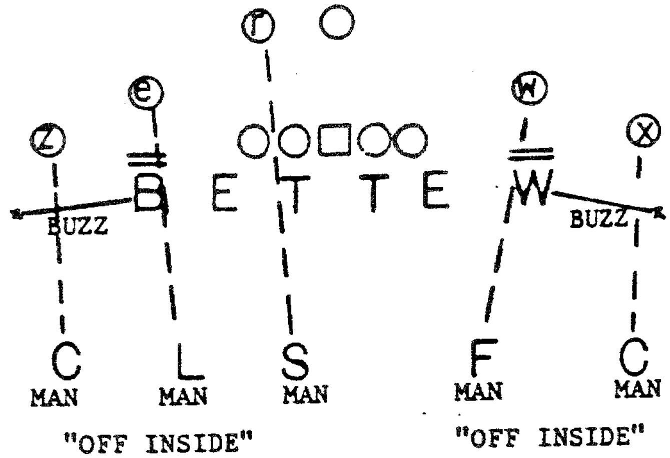


ACE TO ACE SLOT TRIPS:



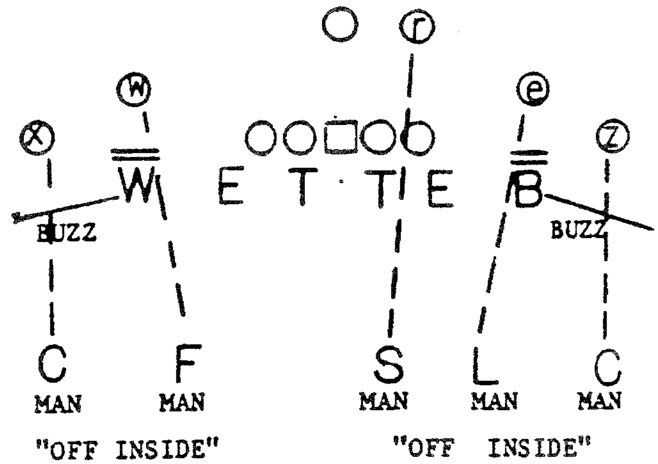
NICKEL COVER SPIDER ADJUSTMENTS

4/WIDES:



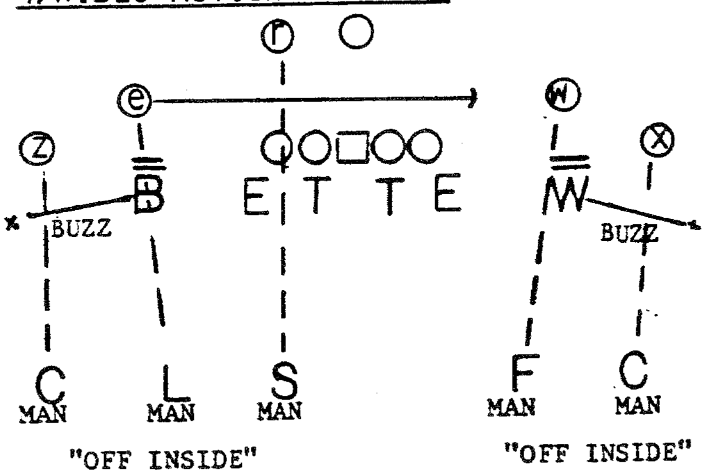
ALERT PUSH

4/WIDES:



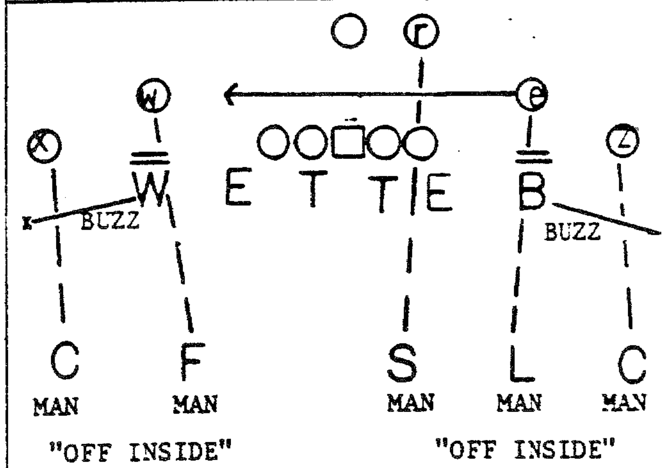
ALERT PUSH

4/WIDES MOTION TO TRIPS:



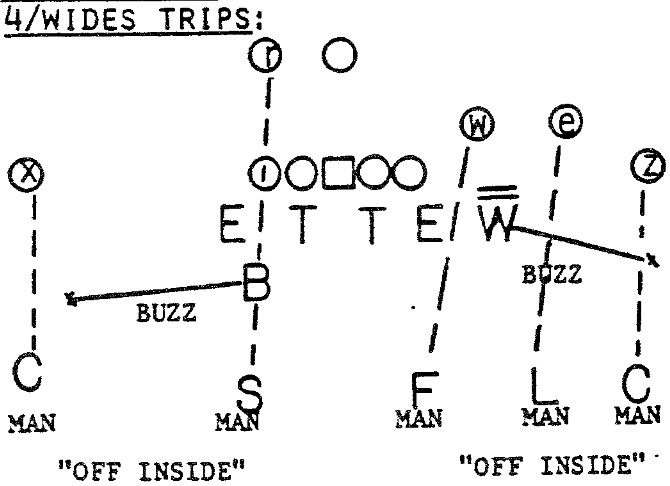
ALERT PUSH

4/WIDES MOTION TO TRIPS:

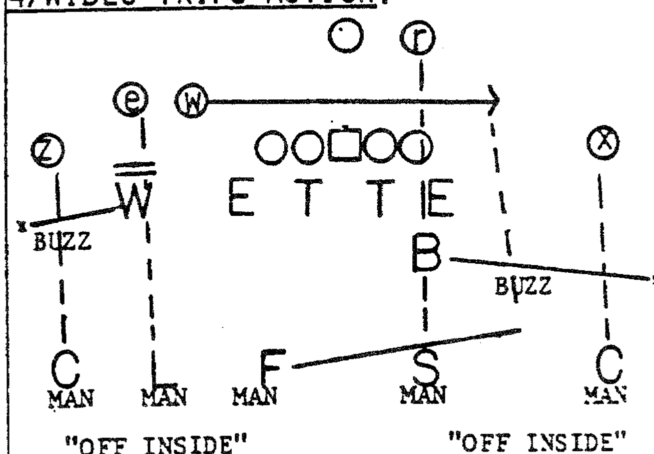


ALERT PUSH

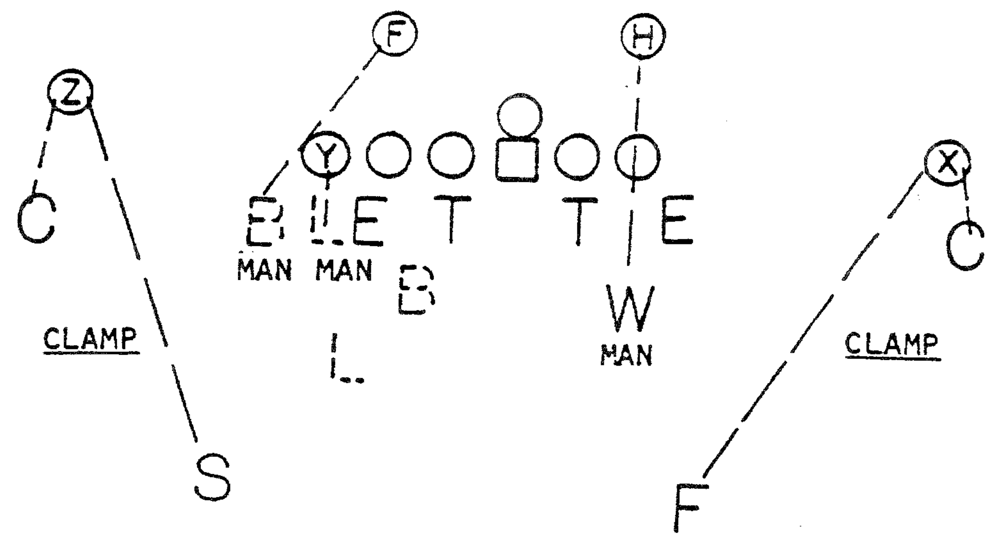
4/WIDES TRIPS:



4/WIDES TRIPS MOTION:



NICKEL 7 DOUBLE CLAMP



BUCK: MAN BACK SET SOLID; VERSUS ALIGNED ONE-BACK-SETS, MAN "Y".

LURK: VERSUS TWO-BACK-SETS MAN COVER "Y"; ADJUSTER VERSUS ALIGNED ONE BACK-SETS; BRACKET "Y" WITH STRONG SAFETY VERSUS SLOT FORMATION

WHIP: MAN BACK SET FLEX; VERSUS ALIGNED ONE-BACK-SETS, MAN REMAINING BACK.

STRONG CORNER: FLANKER, CLAMP "Z"; SLOT, CLAMP "Z".

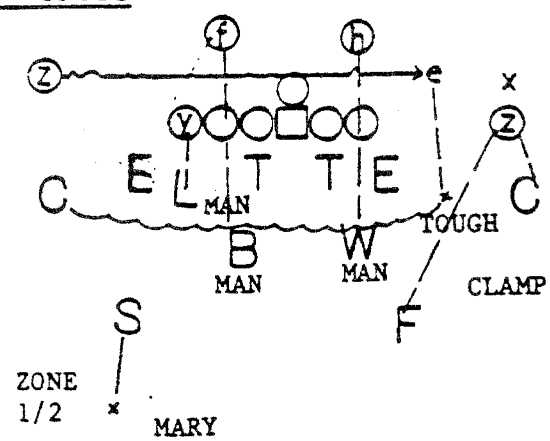
STRONG SAFETY: FLANKER, CLAMP "Z"; SLOT, BRACKET "Y".

FREE SAFETY: FLANKER, CLAMP "X"; SLOT, CLAMP "Z".

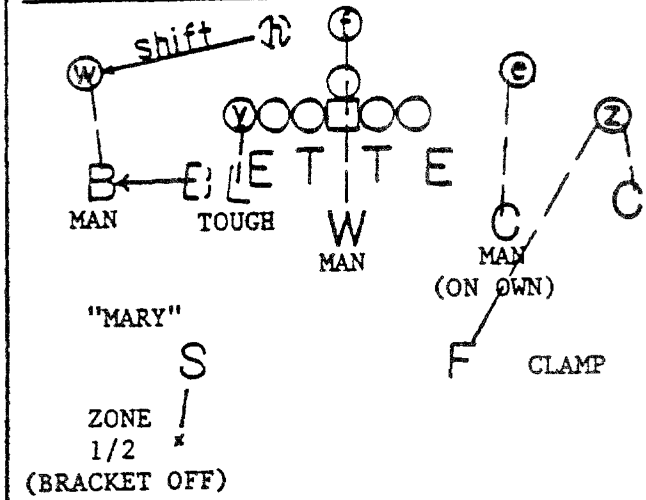
WEAK CORNER: FLANKER, CLAMP "X"; SLOT, MAN "E" ON OWN.

NICKEL 7 DOUBLE CLAMP ADJUSTMENTS

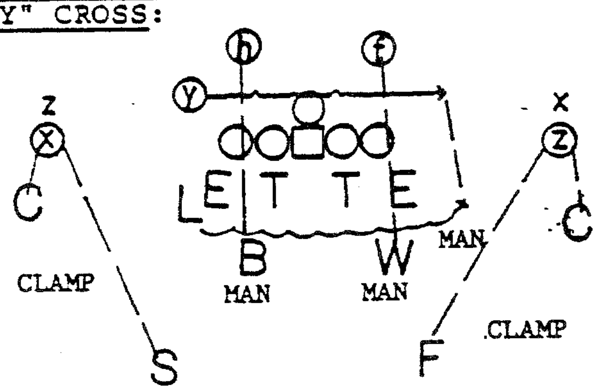
"Z" CROSS:



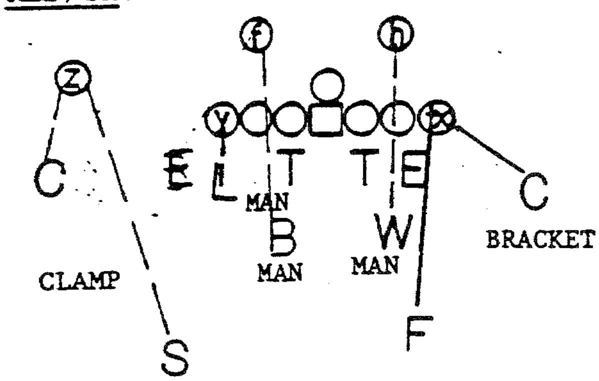
SHIFT TO SLOT DOUBLE WING:



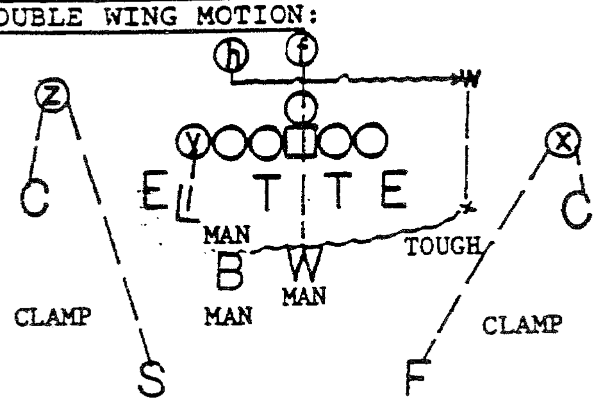
"Y" CROSS:



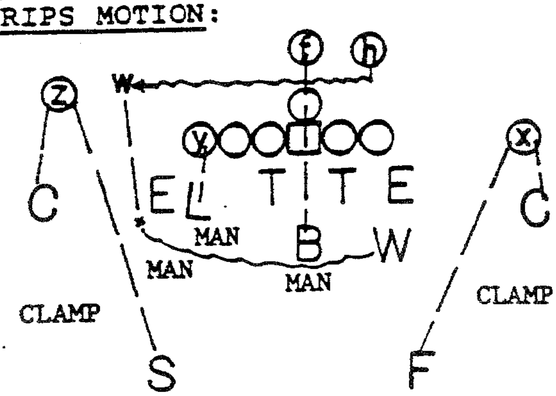
RED/TX:



DOUBLE WING MOTION:

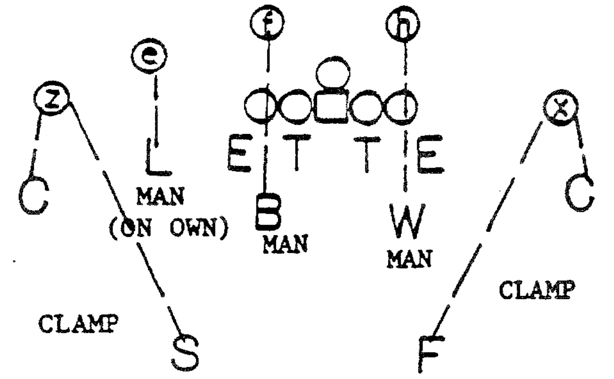


TRIPS MOTION:

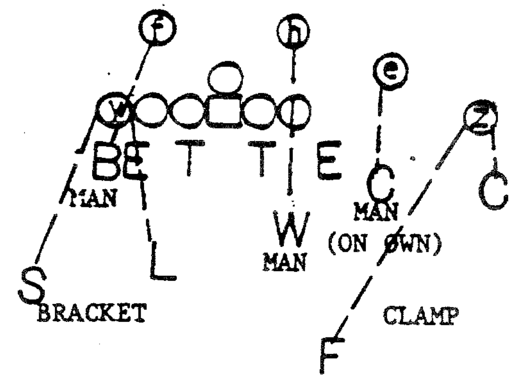


NICKEL 7 DOUBLE CLAMP ADJUSTMENTS

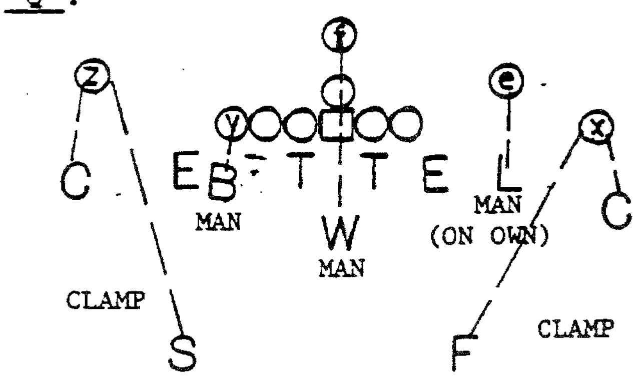
RED/"S":



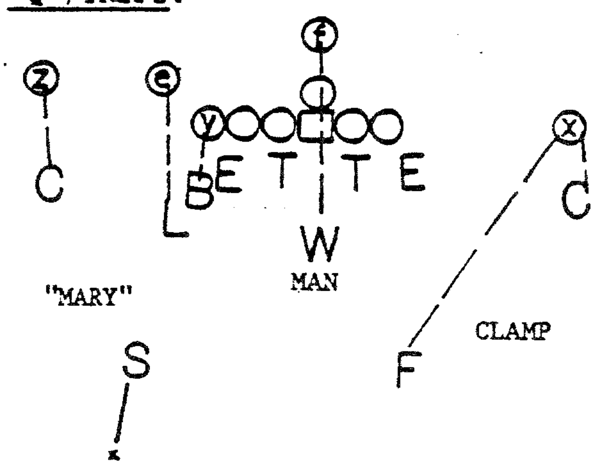
RED/SLOT:



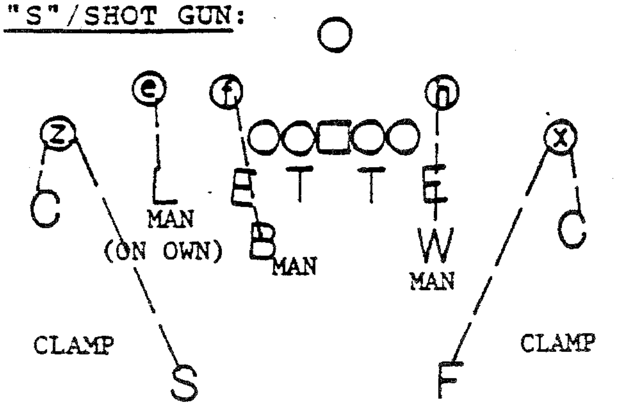
"Q":



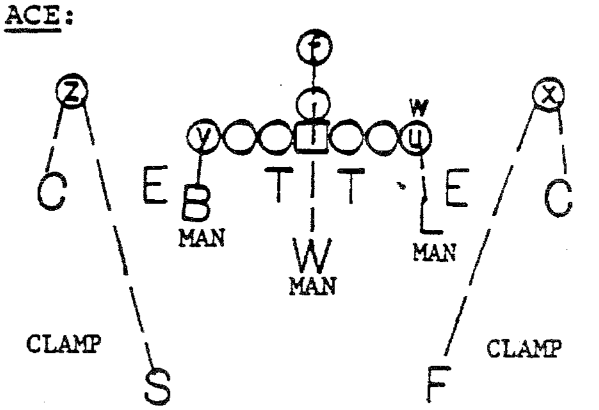
"Q"/TRIPS:



"S"/SHOT GUN:

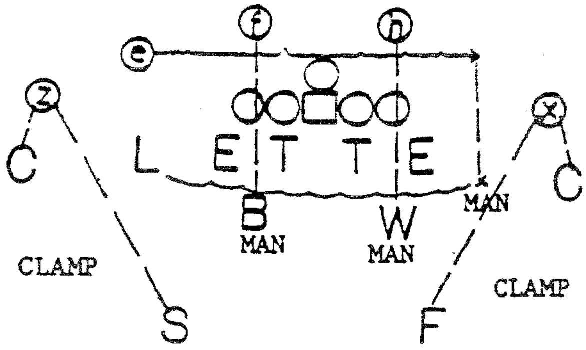


ACE:

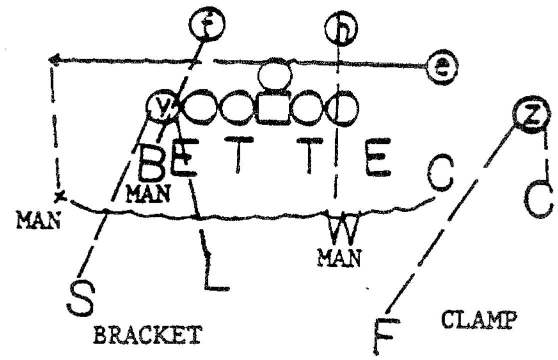


NICKEL 7 DOUBLE CLAMP ADJUSTMENTS

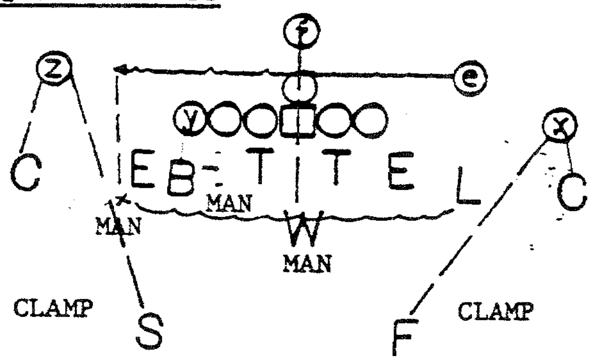
"S"/"E" CROSS:



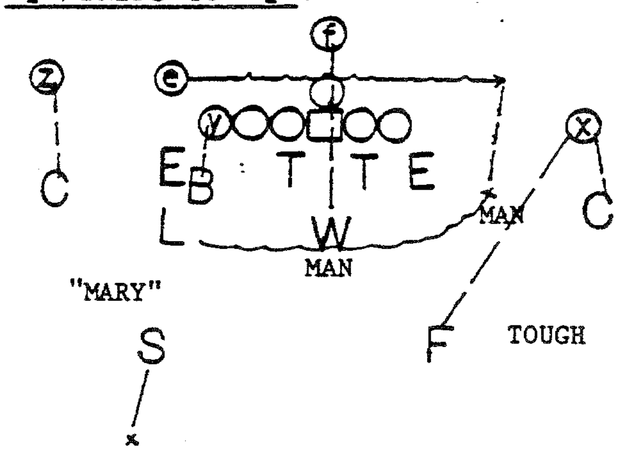
SLOT CROSS:



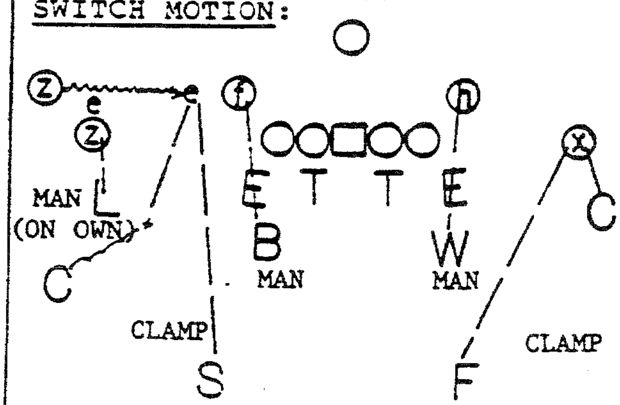
"Q"/"E" CROSS:



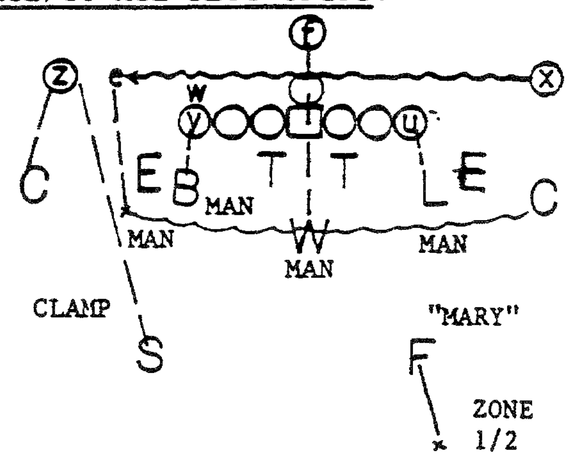
"Q"/TRIPS TO "Q":



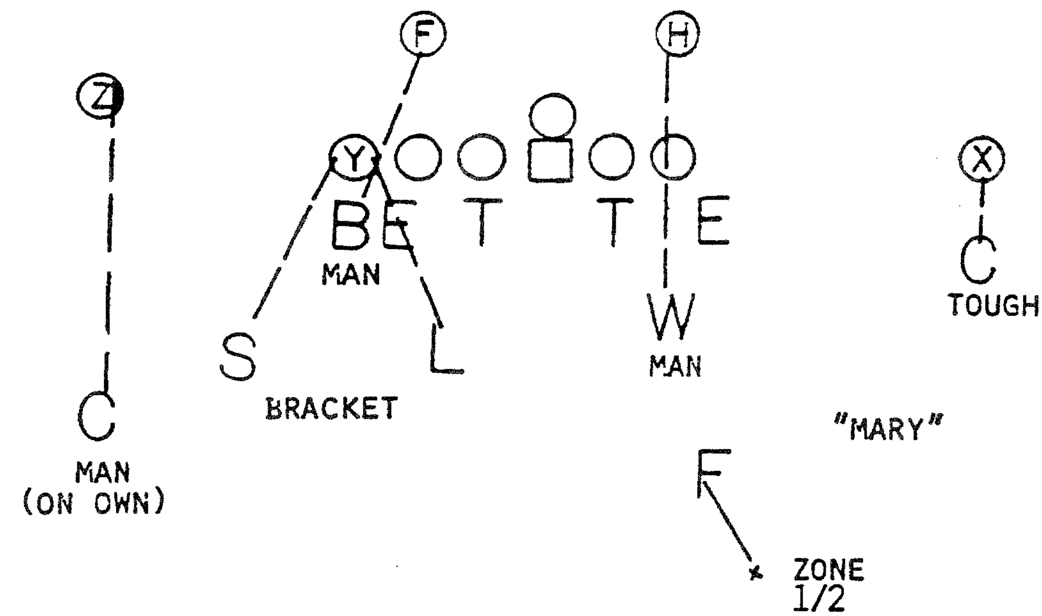
SWITCH MOTION:



ACE/TO ACE SLOT TRIPS:



NICKEL 7 "Y" BRACKET



BUCK: VERSUS TWO-BACK-SETS, MAN BACK SOLID; VERSUS ONE-BACK-SETS, BRACKET "Y".

LURK: VERSUS TWO-BACK-SETS, BRACKET "Y"; VERSUS ONE-BACK-SETS, ADJUSTER.

WHIP: VERSUS TWO-BACK-SETS, MAN BACK SET FLEX; VERSUS ONE-BACK-SETS, MAN REMAINING BACK.

STRONG CORNER: VERSUS FLANKER, ON OWN; VERSUS SLOT, "MARY".

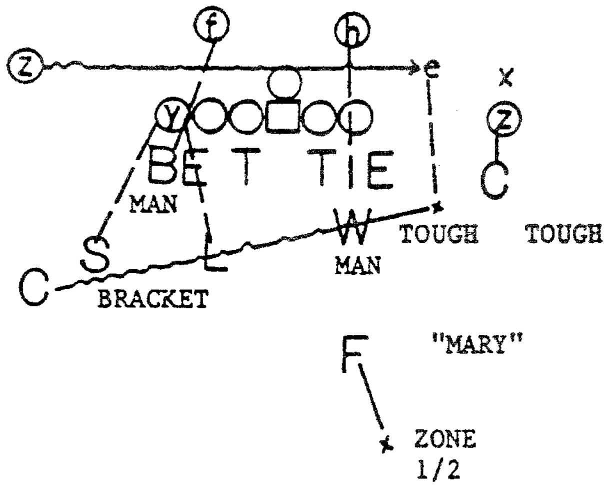
STRONG SAFETY: BRACKET "Y" WITH LURK OR BUCK.

FREE SAFETY: MARY

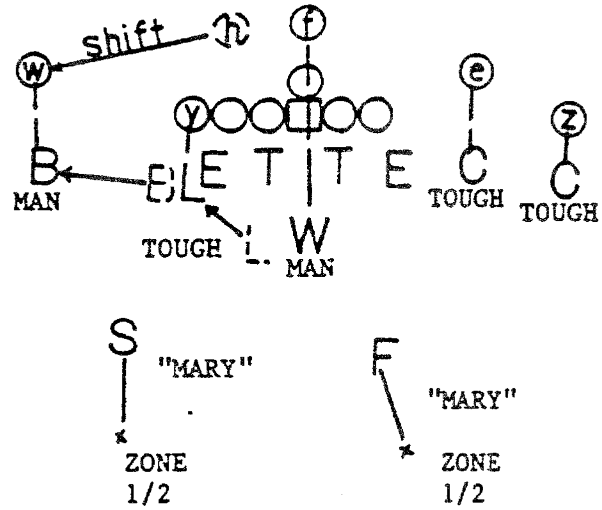
WEAK CORNER: TOUGH/MARY.

NICKEL 7 "Y" BRACKET ADJUSTMENTS

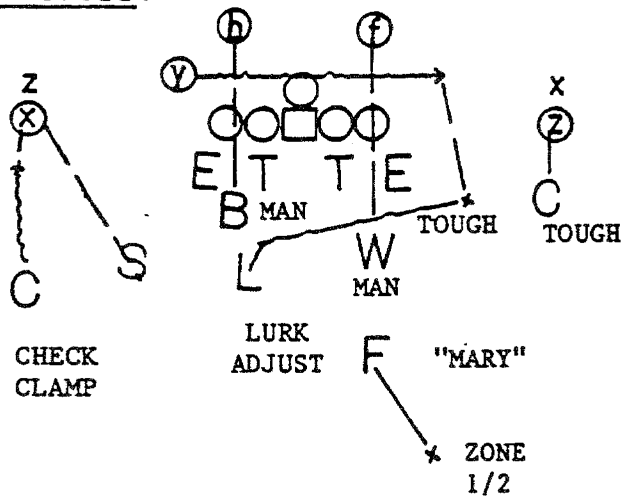
"Z" CROSS:



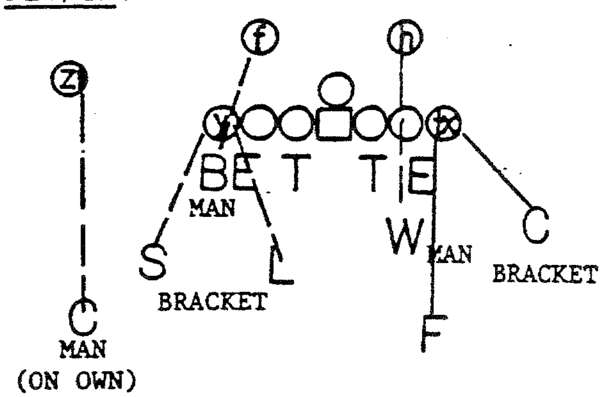
SHIFT TO SLOT DOUBLE WING:



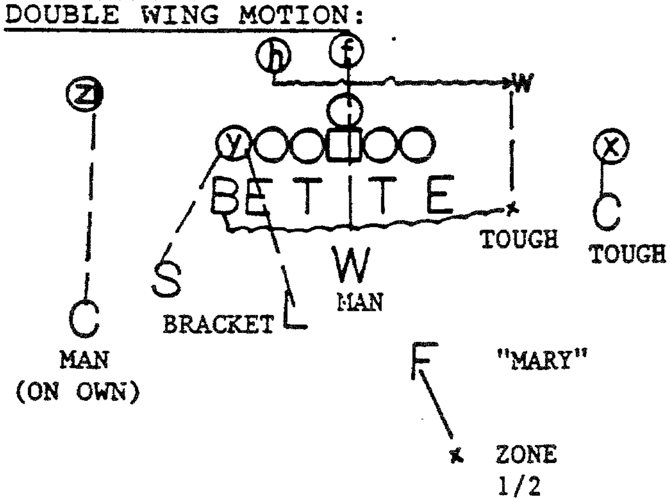
"Y" CROSS:



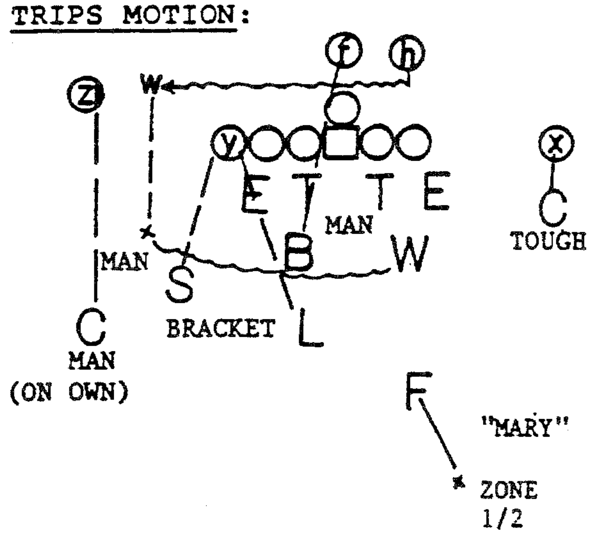
RED/TX:



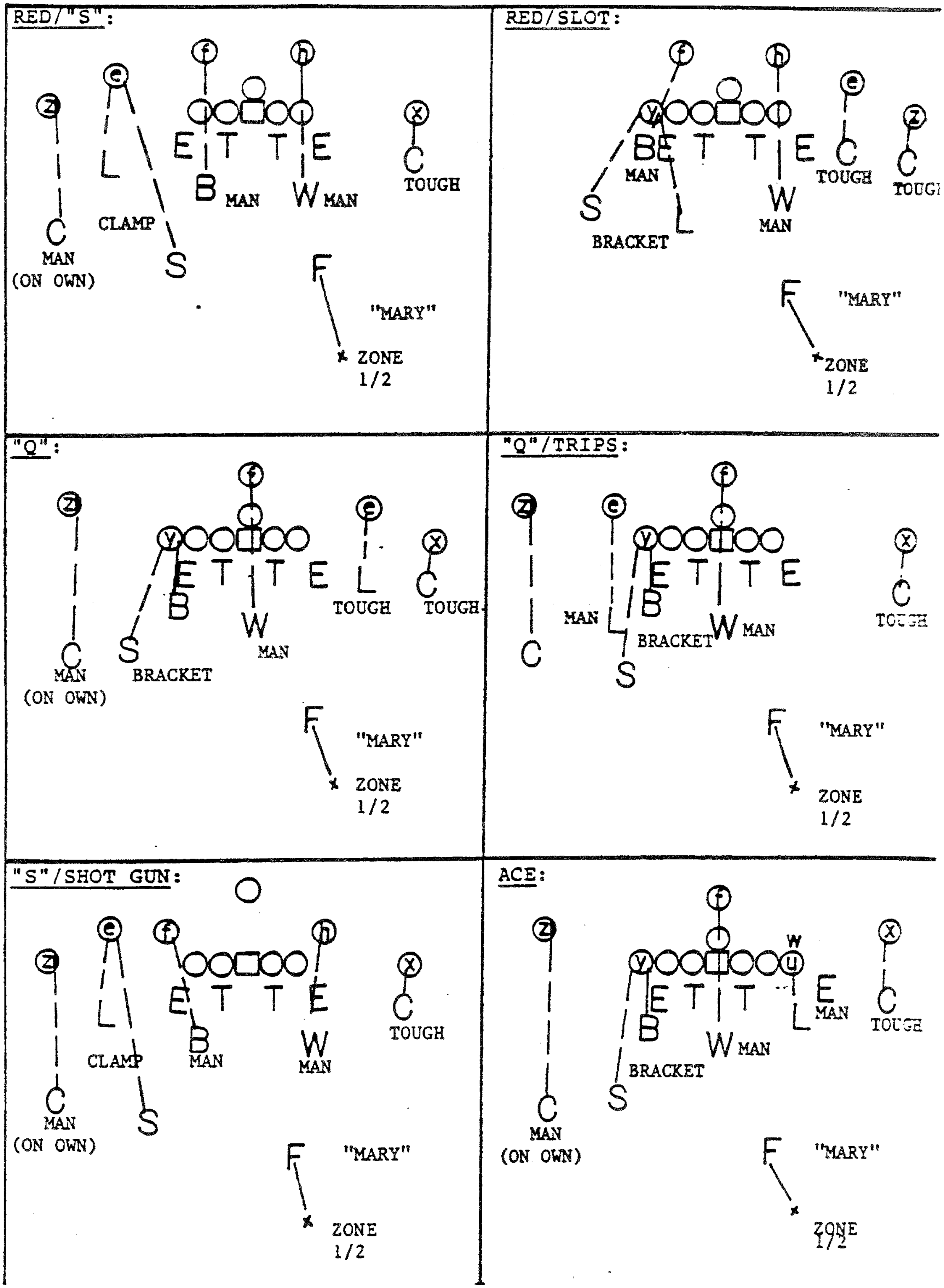
DOUBLE WING MOTION:



TRIPS MOTION:

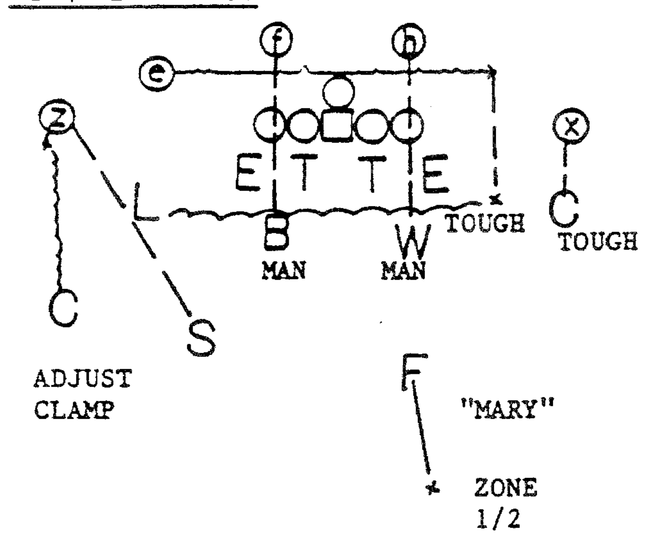


NICKEL 7 "Y" BRACKET ADJUSTMENTS

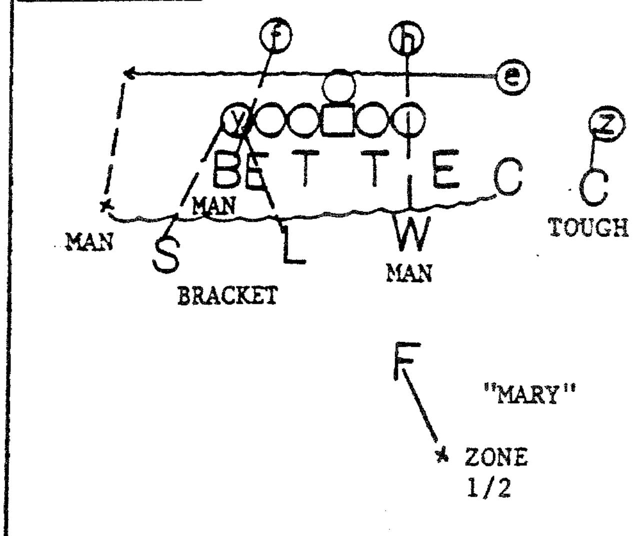


NICKEL 7 "Y" BRACKET ADJUSTMENTS

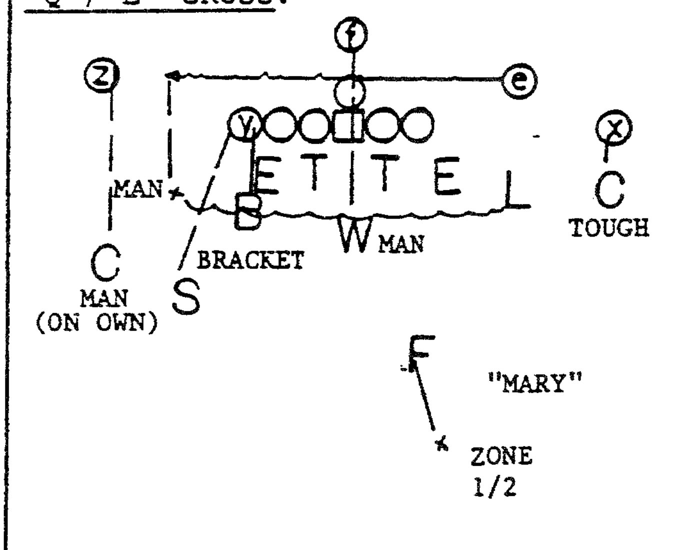
"S"/"E" CROSS:



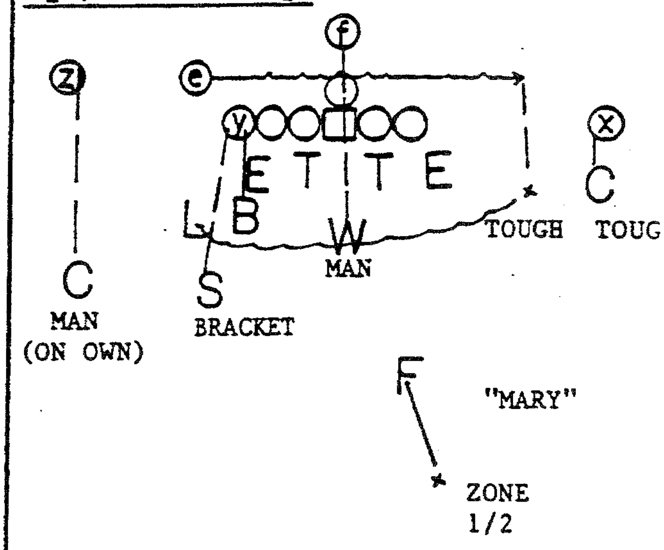
SLOT CROSS:



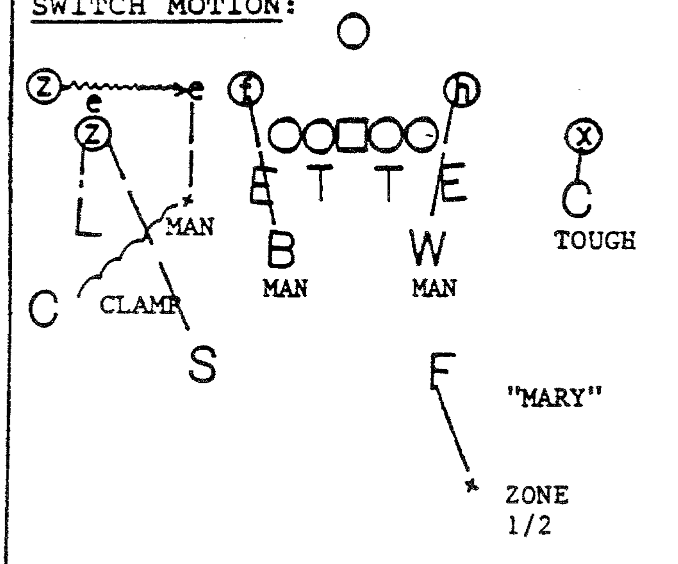
"Q"/"E" CROSS:



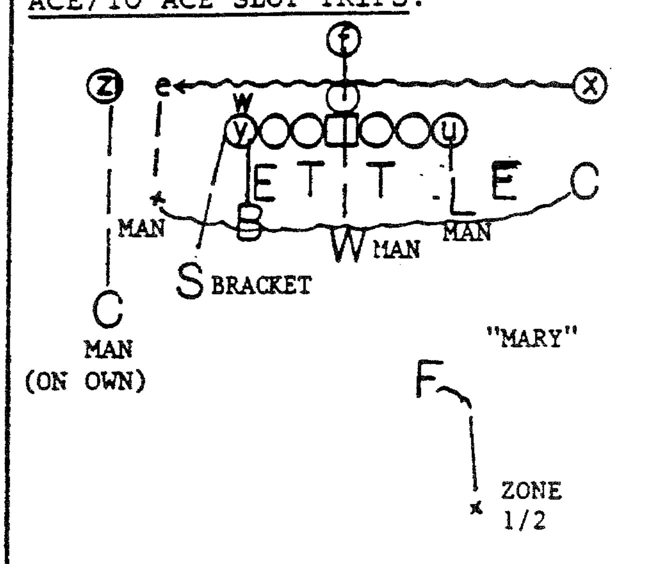
"Q"/TRIPS TO "Q":



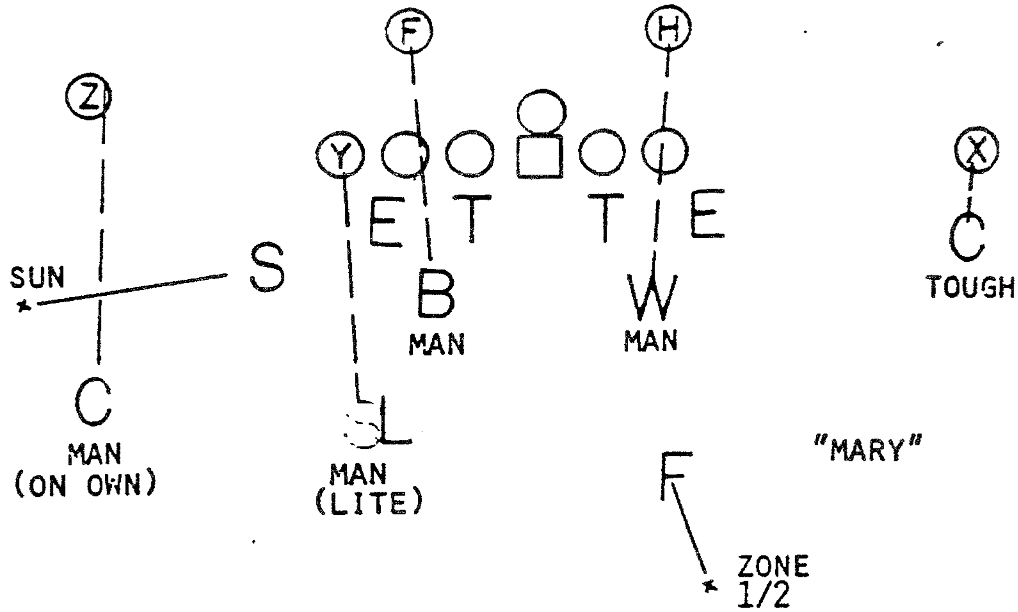
SWITCH MOTION:



ACE/TO ACE SLOT TRIPS:



NICKEL 7 SUN



BUCK: Vs. TWO-BACK-SETS, MAN BACK SET SOLID, YOU HAVE HELP IN THE FLAT FROM THE LURK; VS. ONE-BACK-SETS, YOU WILL GET A BUZZ CALL FROM THE STRONG SAFETY, BUZZ THE FLAT.

LURK: Vs. TWO-BACK-SETS, YOU WILL GET A SUN CALL FROM THE STRONG SAFETY, DEFEND THE FLAT; VS. ONE-BACK-SETS, MAN COVER YOUR RECEIVER.

WHIP: MAN BACK SET FLEX; VERSUS ALIGNED ONE-BACK-SETS, MAN REMAINING BACK.

STRONG CORNER: IF SUN OR BUZZ TO YOUR SIDE, PLAY MAN OFF AND INSIDE; WHEN SET FLEX, MARY.

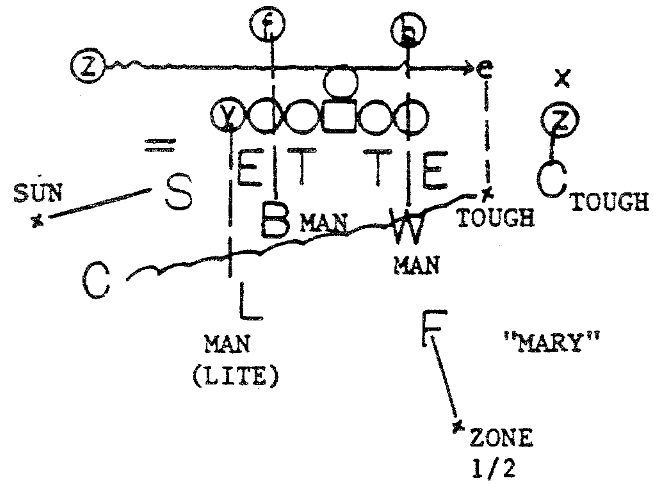
STRONG SAFETY: Vs. TWO-BACK-SETS, SUN THE LURK AND MAN COVER THE "Y" OR MAN IN "Y" POSITION; VS. ONE-BACK-SETS, BUZZ THE BUCK AND MAN COVER THE "Y".

FREE SAFETY: MARY

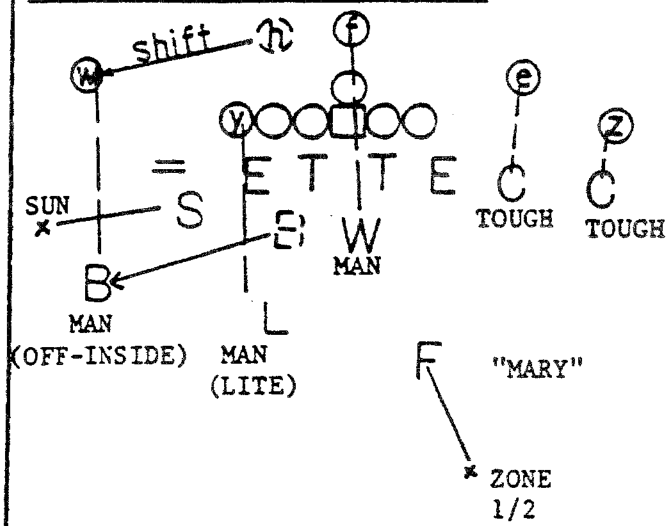
WEAK CORNER: TOUGH (MARY).

NICKEL 7 SUN ADJUSTMENTS

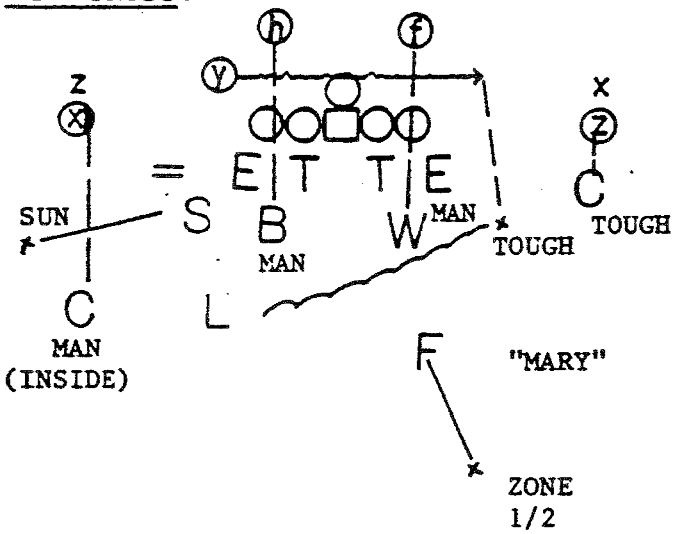
"Z" CROSS:



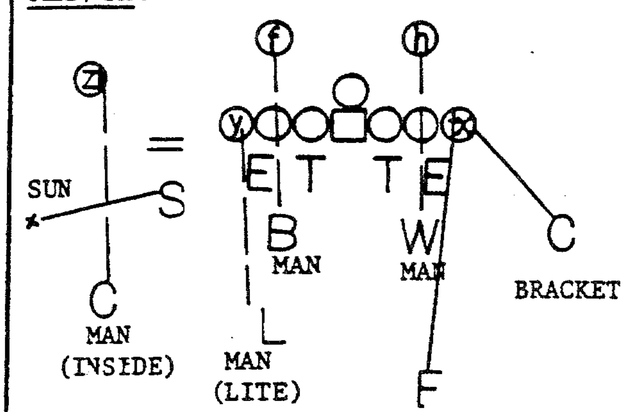
SHIFT TO SLOT DOUBLE WING:



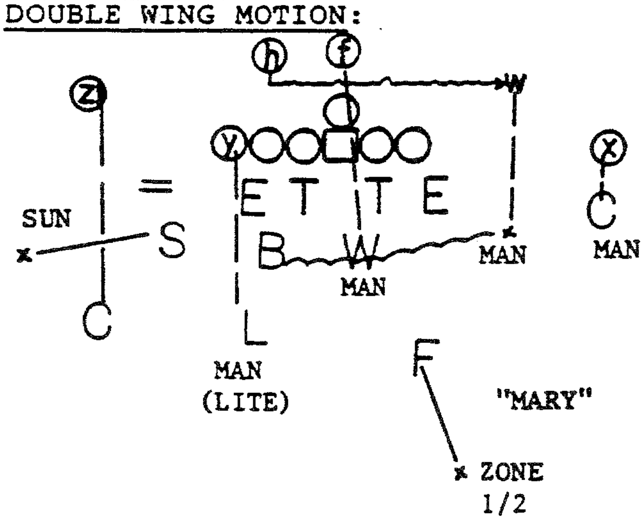
"Y" CROSS:



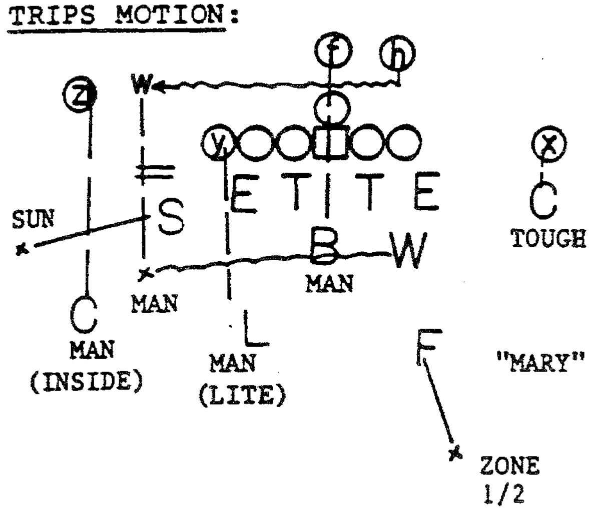
RED/TX:



DOUBLE WING MOTION:

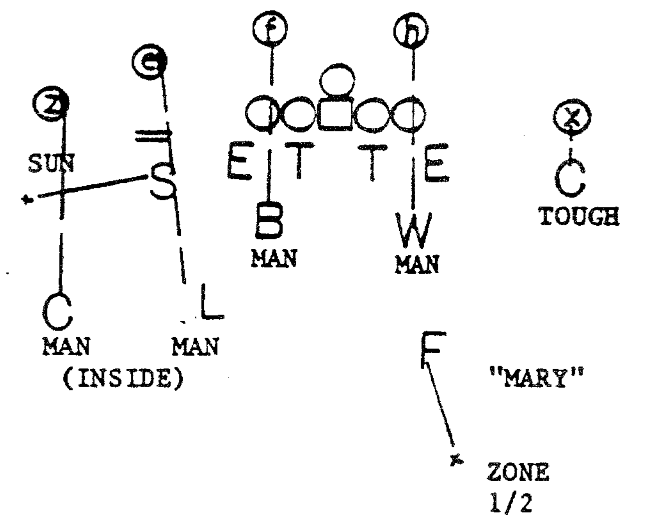


TRIPS MOTION:

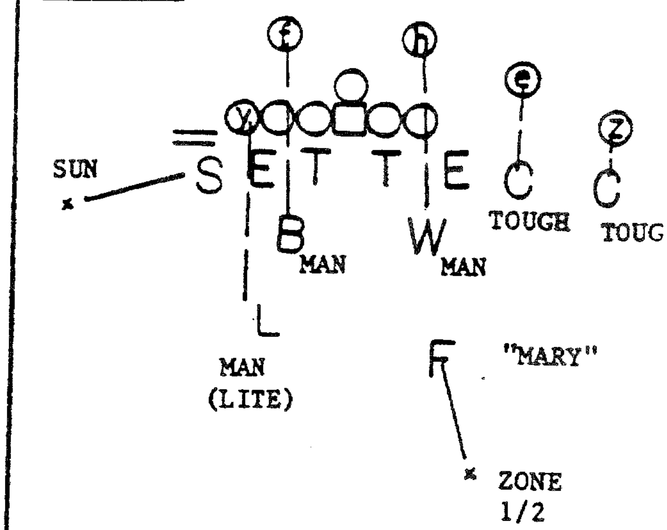


NICKEL 7 SUN ADJUSTMENTS

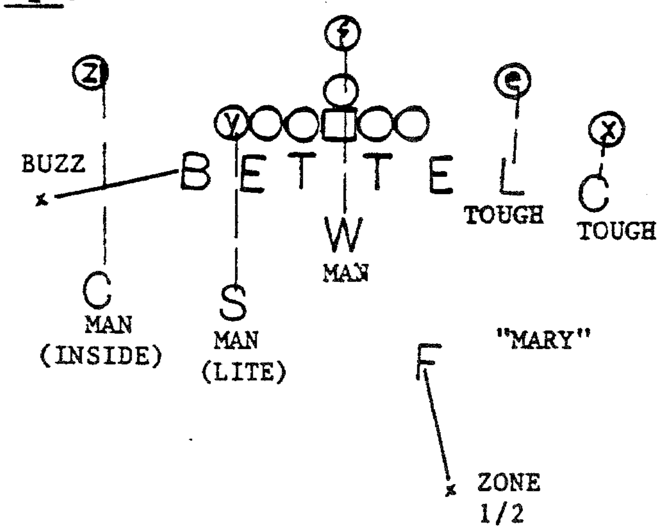
RED/"S":



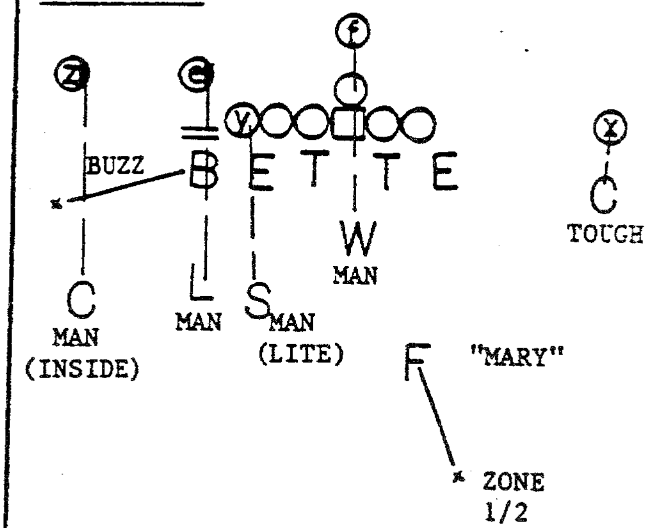
RED/SLOT:



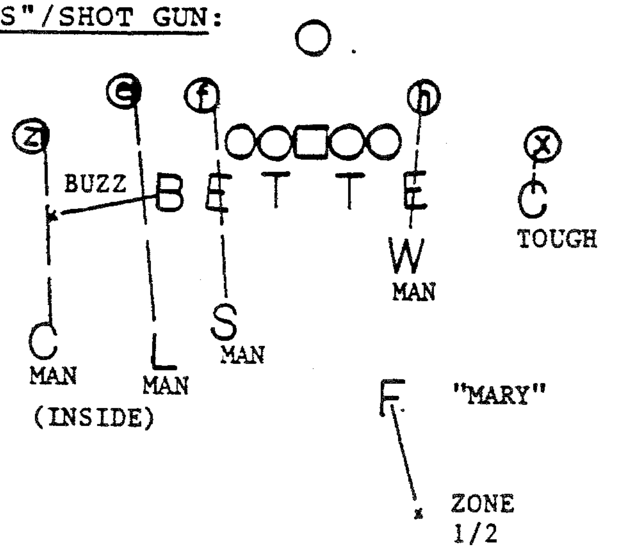
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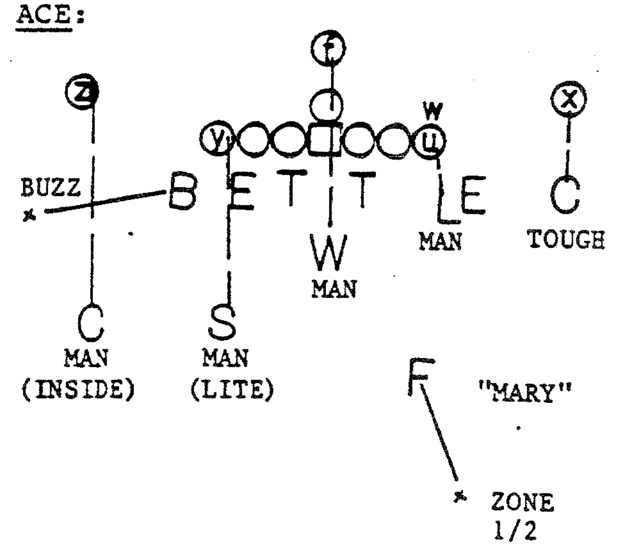
"Q"/TRIPS:



"S"/SHOT GUN:

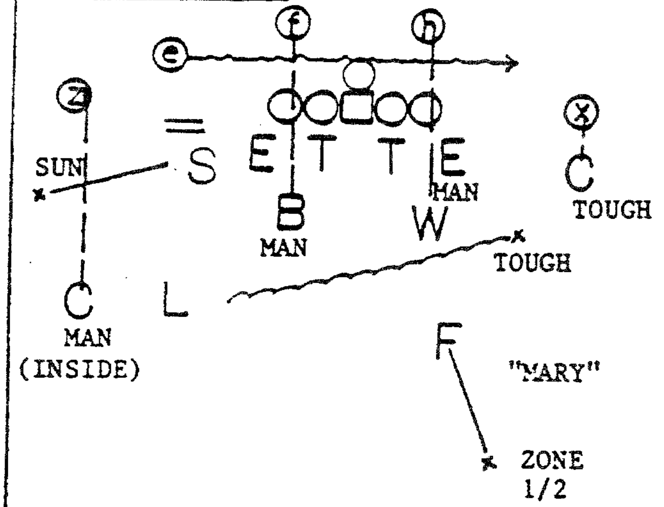


ACE:

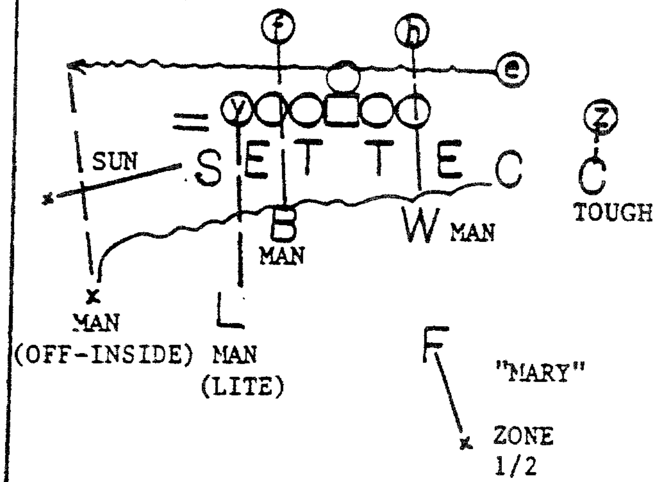


NICKEL 7 SUN ADJUSTMENTS

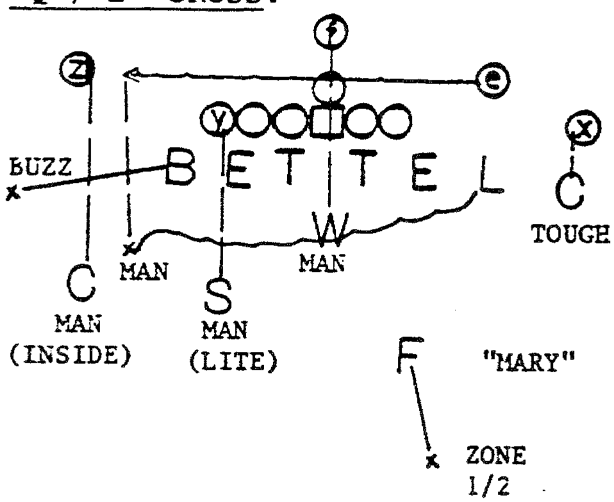
"S"/"E" CROSS:



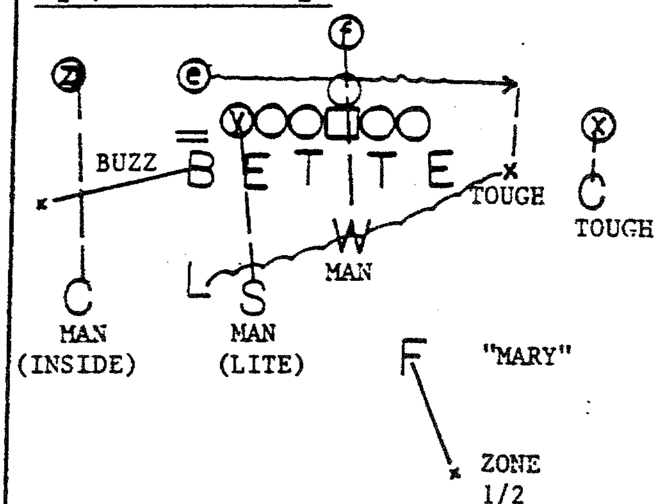
SLOT CROSS:



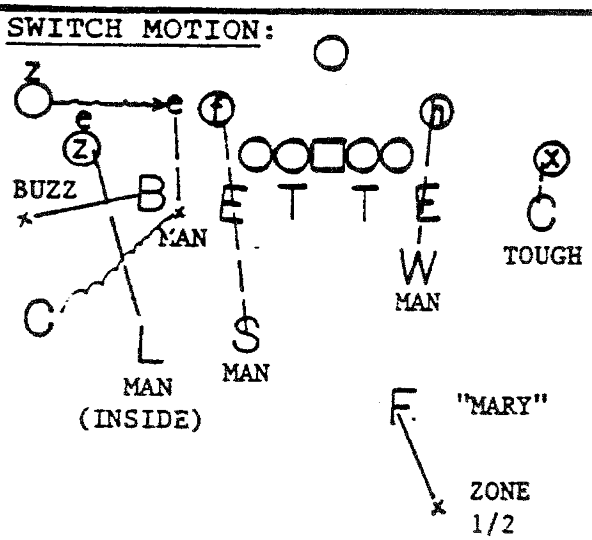
"Q"/"E" CROSS:



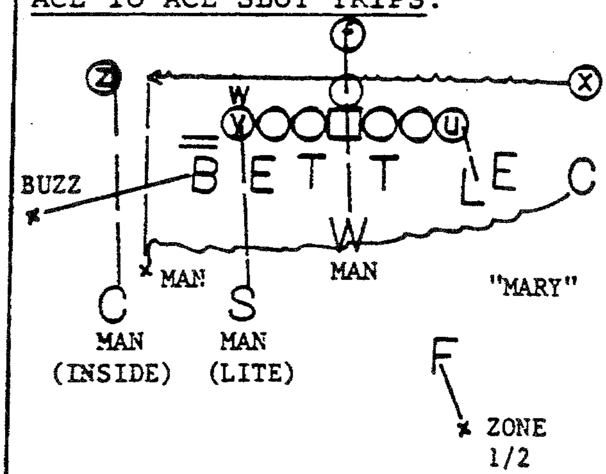
"Q"/TRIPS TO "Q":



SWITCH MOTION:

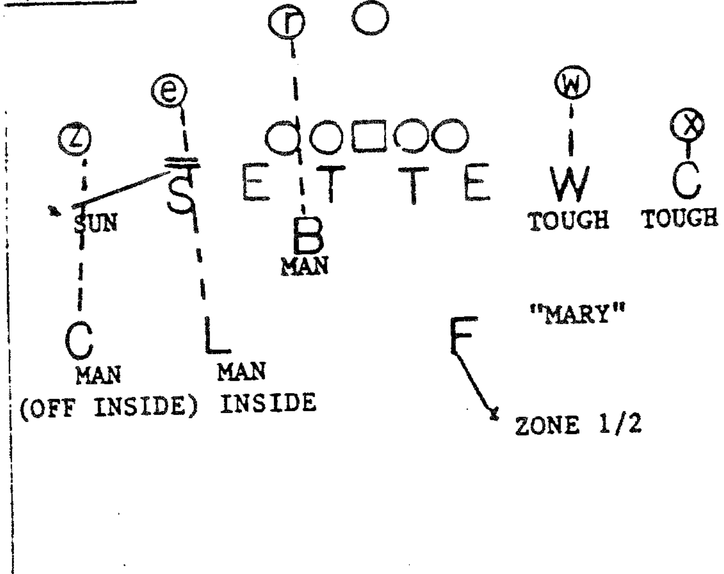


ACE TO ACE SLOT TRIPS:

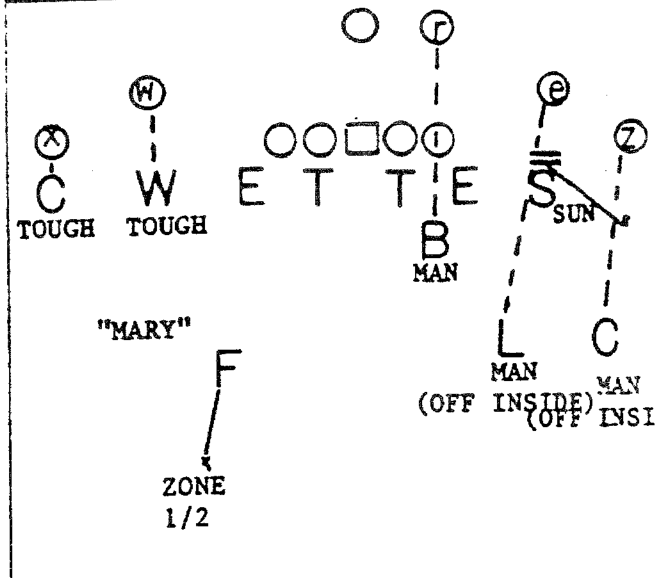


NICKEL 7 SUN ADJUSTMENTS

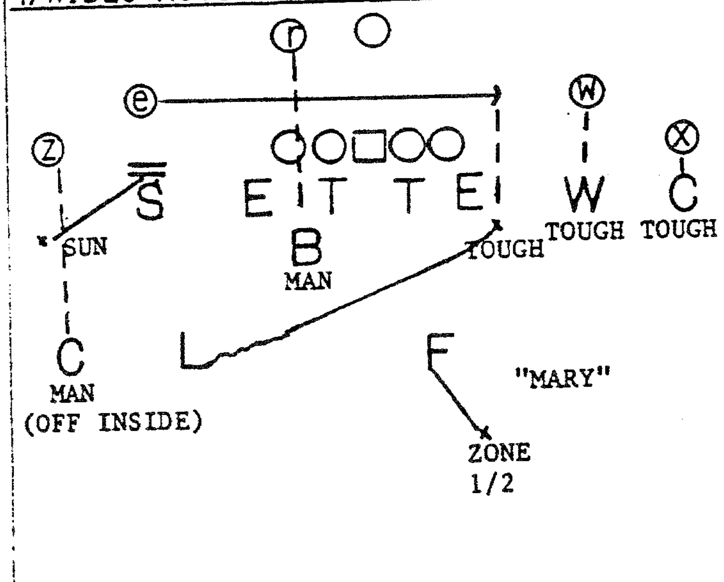
4/WIDES:



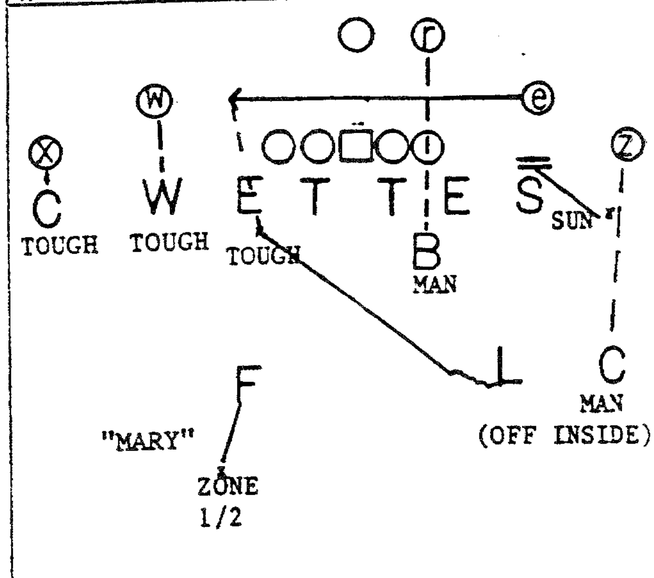
4/WIDES:



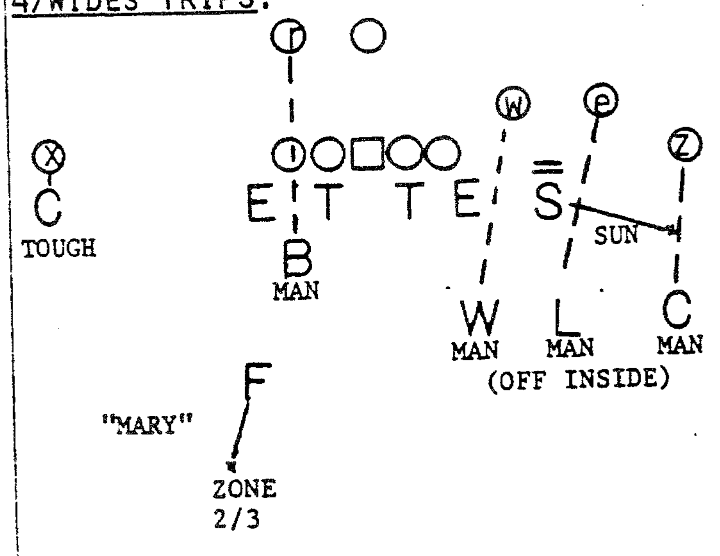
4/WIDES MOTION TO TRIPS:



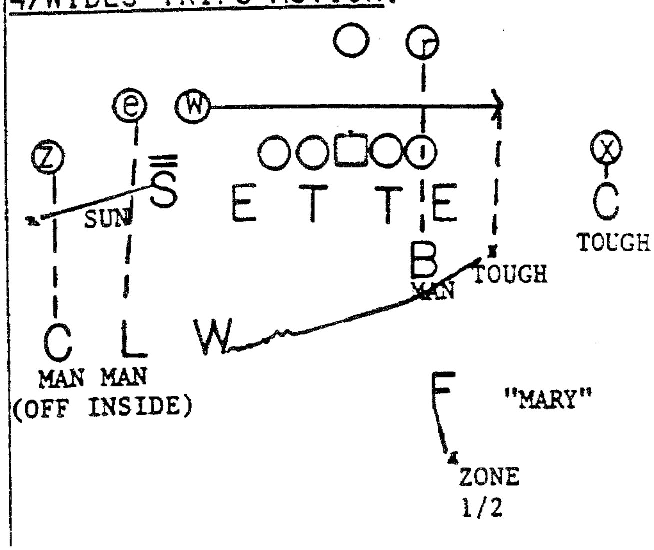
4/WIDES MOTION TO TRIPS:



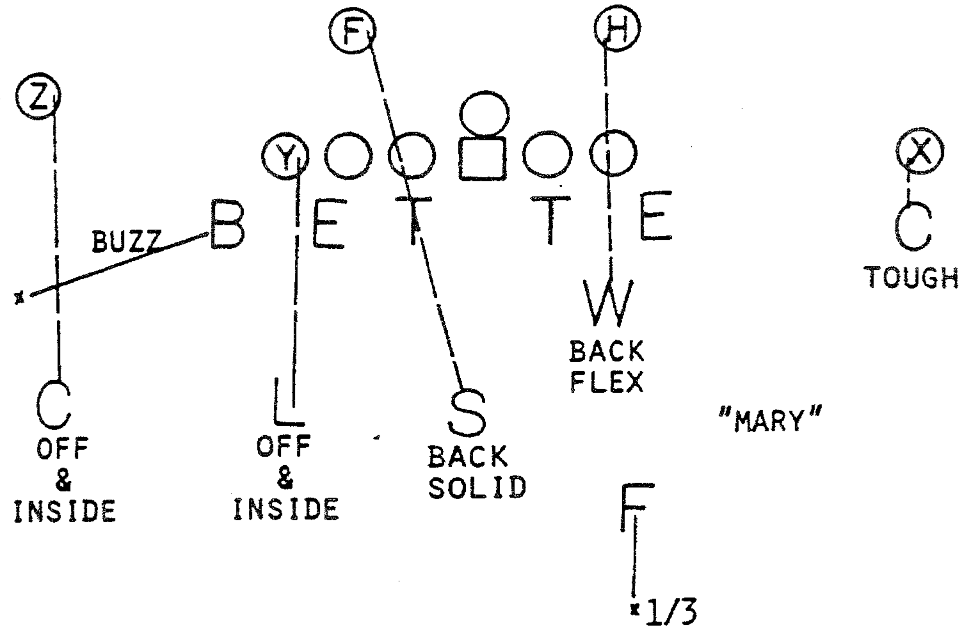
4/WIDES TRIPS:



4/WIDES TRIPS MOTION:



NICKEL COVER 7/BUZZ



BUCK: BUZZ

LURK: MAN: OFF & INSIDE SOLID AND MARY FLEX.

WHIP: BACK/FLEX: ALERT BUZZ/MARY SIDE.

STRONG CORNER: MAN: OFF & INSIDE SOLID AND MARY FLEX.

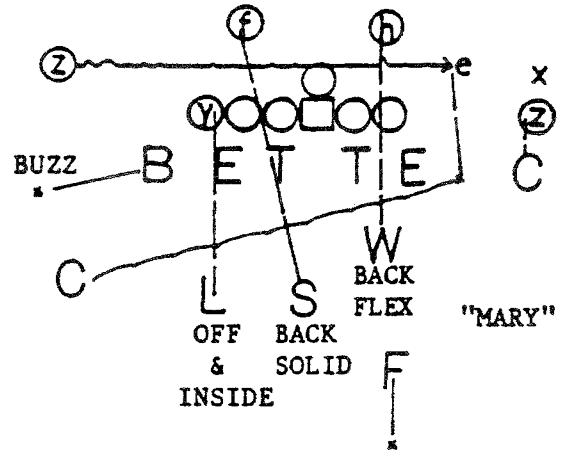
STRONG SAFETY: TAKE BUCK'S COVERAGE: OFF & INSIDE SOLID AND MARY FLEX.

FREE SAFETY: MARY

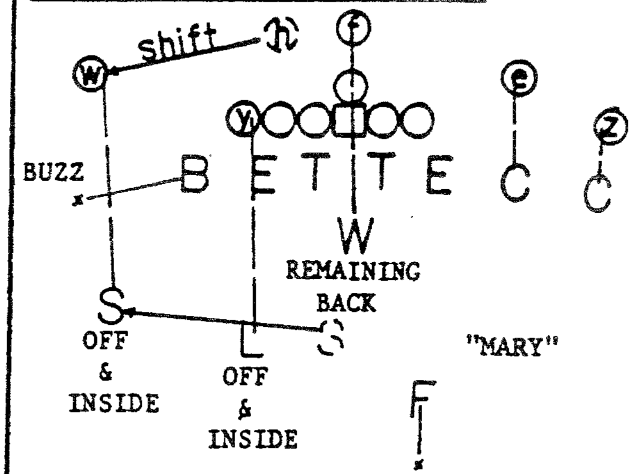
WEAK CORNER: MAN: OFF & INSIDE SOLID AND MARY FLEX.

COVER 7/BUZZ ADJUSTMENTS

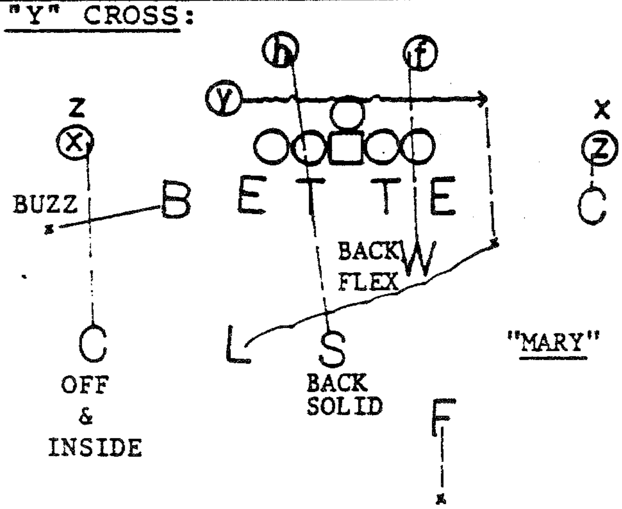
"Z" CROSS:



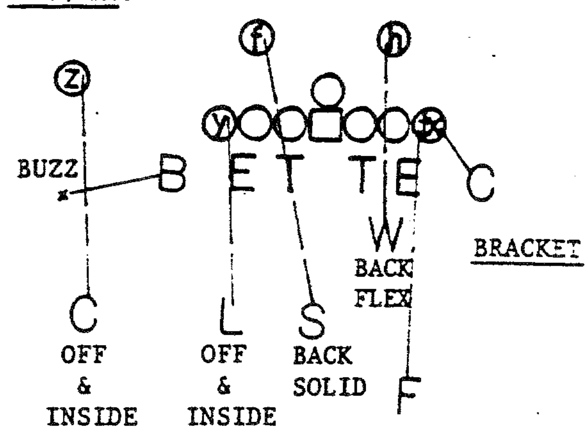
SHIFT TO SLOT DOUBLE WING:



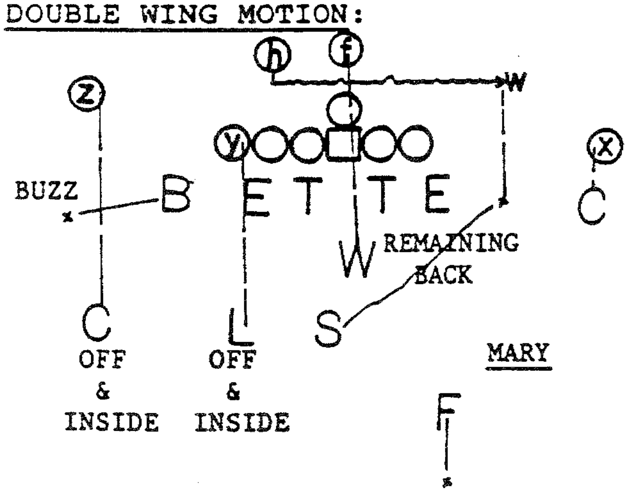
"Y" CROSS:



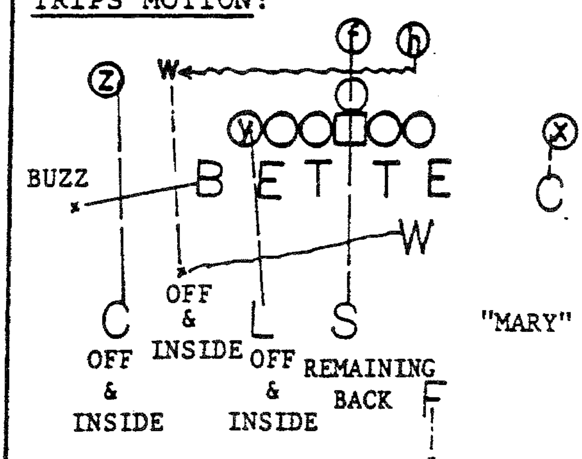
RED/TX:



DOUBLE WING MOTION:

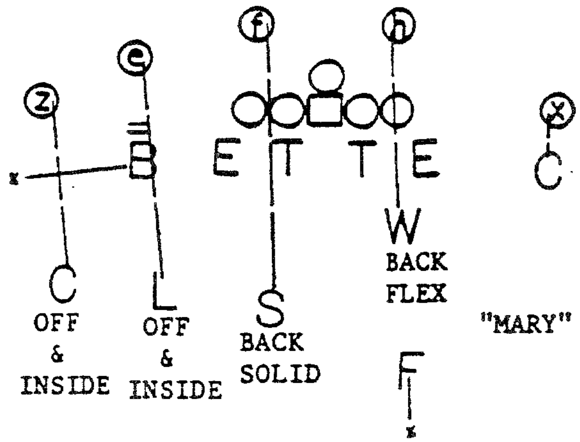


TRIPS MOTION:

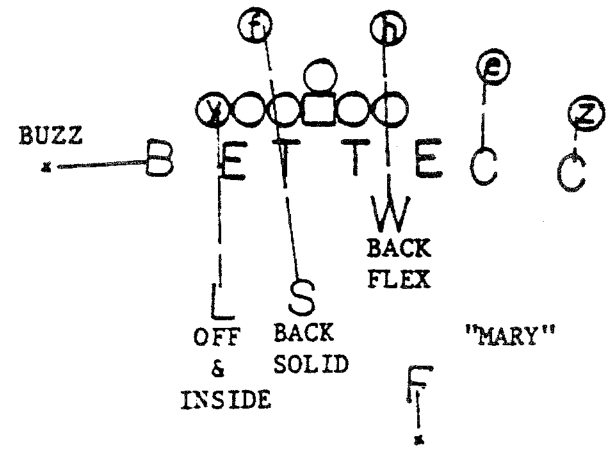


COVER 7/BUZZ ADJUSTMENTS

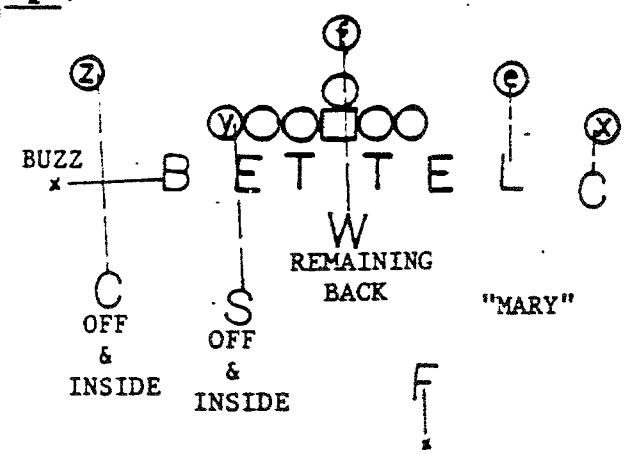
RED/"S":



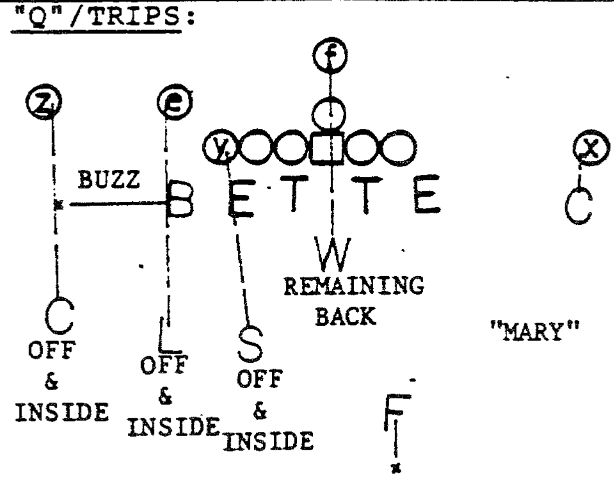
RED/SLOT:



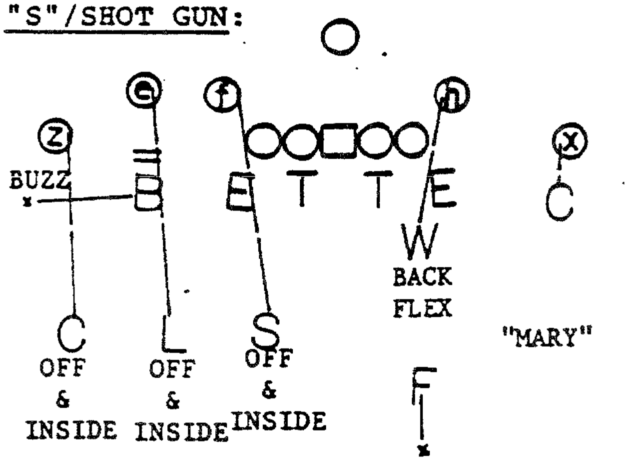
"Q":



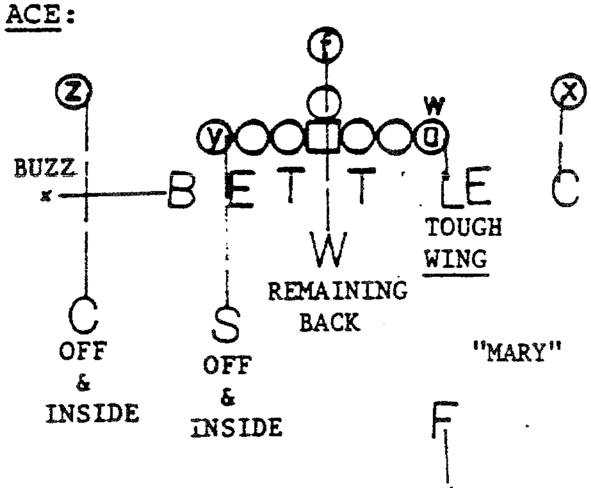
"Q"/TRIPS:



"S"/SHOT GUN:

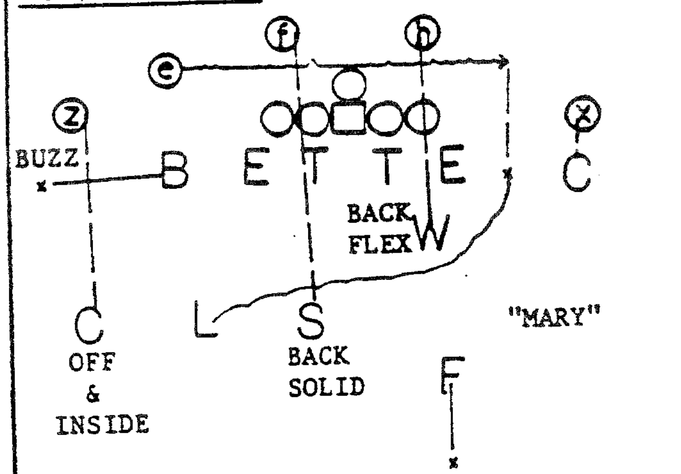


ACE:

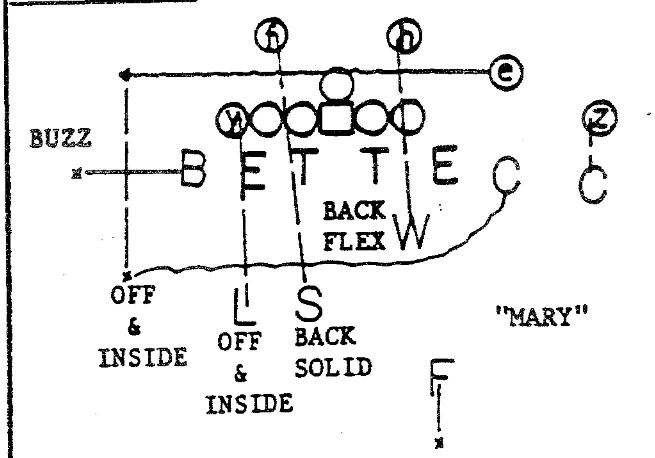


COVER 7/BUZZ ADJUSTMENTS

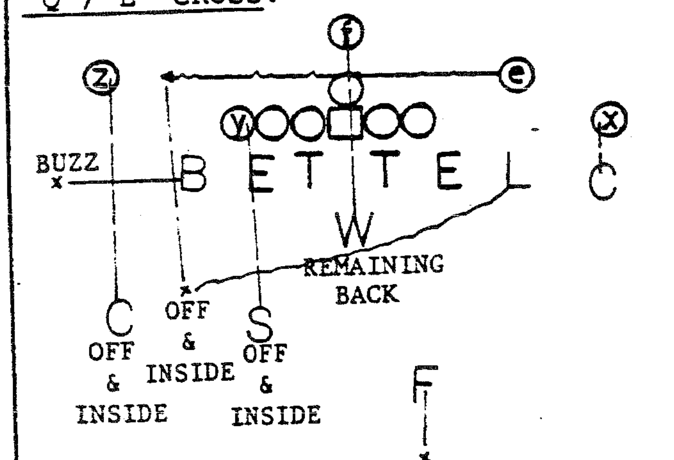
"S"/"E" CROSS:



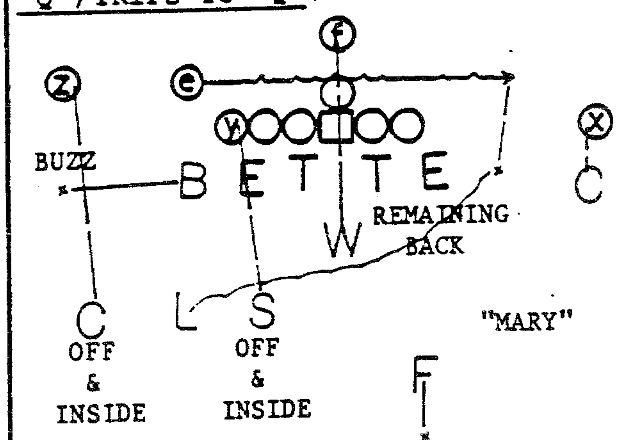
SLOT CROSS:



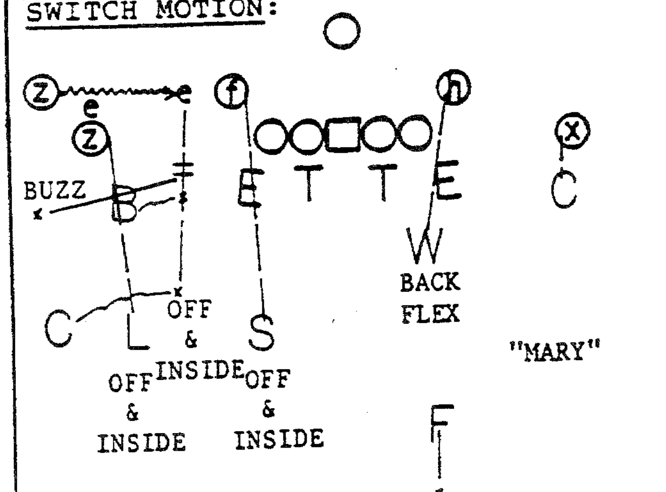
"Q"/"E" CROSS:



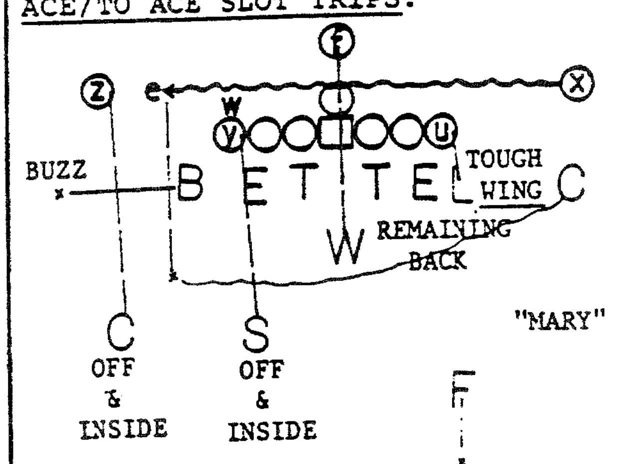
"Q"/TRIPS TO "Q":



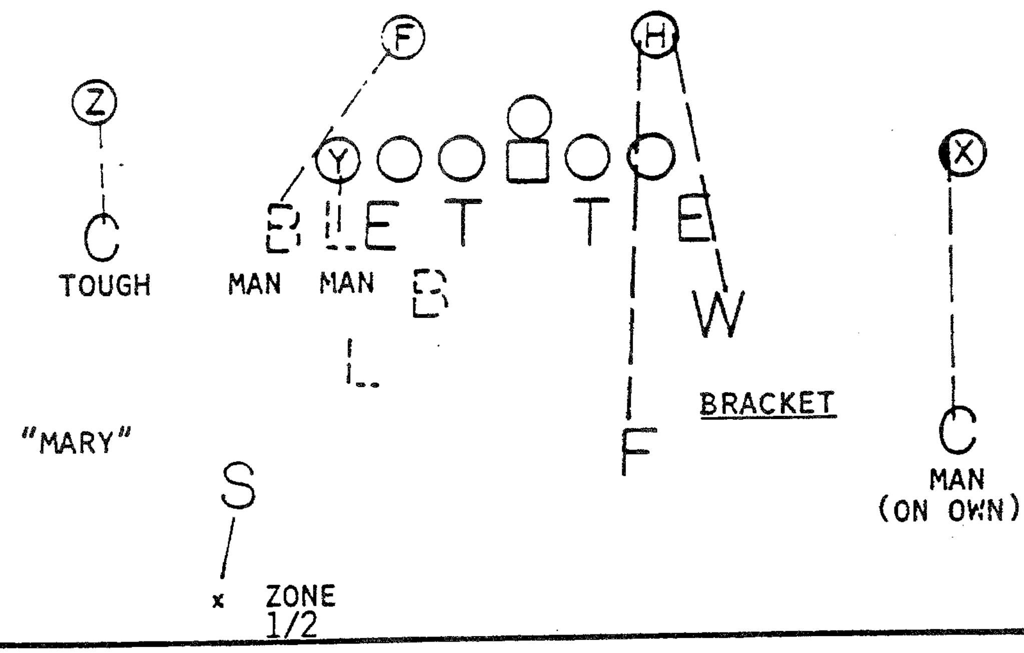
SWITCH MOTION:



ACE/TO ACE SLOT TRIPS:



NICKEL 7 FLEX BRACKET



BUCK: MAN BACK SET SOLID; VERSUS ALIGNED ONE-BACK-SETS, MANY "Y".

LURK: Vs. TWO-BACK-SETS MAN COVER "Y"; ADJUSTER VS. ALIGNED ONE-BACK SETS; BRACKET "Y" WITH STRONG SAFETY VS. SLOT FORMATION; VS. ONE-BACK-SET & ALIGNED TO NUMBER TWO FLEX, CLAMP WITH FREE SAFETY.

WHIP: Vs. TWO-BACK-SET AND BACK SET FLEX, BRACKET WITH FREE SAFETY; NO BACK SET FLEX, MAN FULLBACK; ONE-BACK-SETS, MAN REMAINING BACK.

STRONG CORNER: TOUGH, UNLESS CLAMP TO YOUR INSIDE, THEN MAN "ON-OWN"

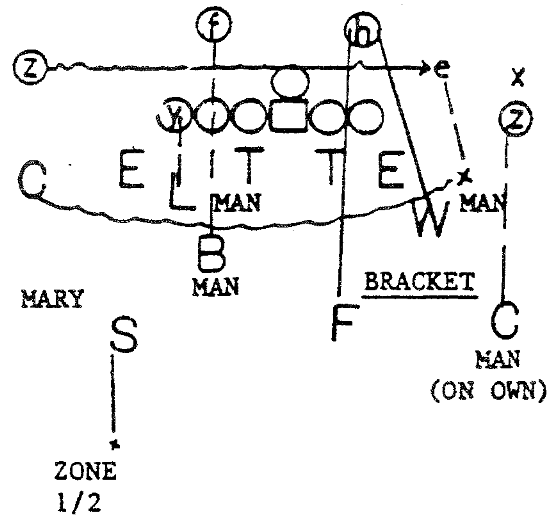
STRONG SAFETY: MARY, UNLESS SLOT, THEN BRACKET "Y" WITH LURK.

FREE SAFETY: Vs. TWO-BACK-SET & BACK SET FLEX, BRACKET WITH WHIP; NO FLEX BACK, CLAMP "X" (OR "E"); ONE-BACK-SET, CLAMP WING (E), IF NO WING, CLAMP "X".

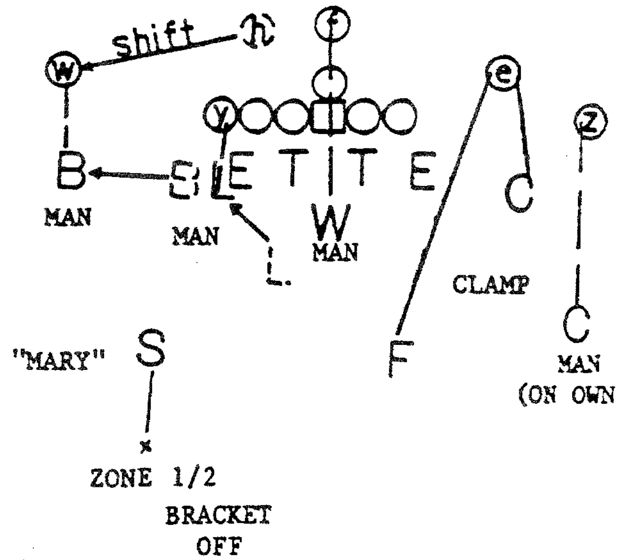
WEAK CORNER: MAN ON-OWN IF CLAMP OR BRACKET TO INSIDE; IF ONE RECEIVER FLEX, CLAMP WITH FREE SAFETY.

NICKEL 7 FLEX BRACKET ADJUSTMENTS

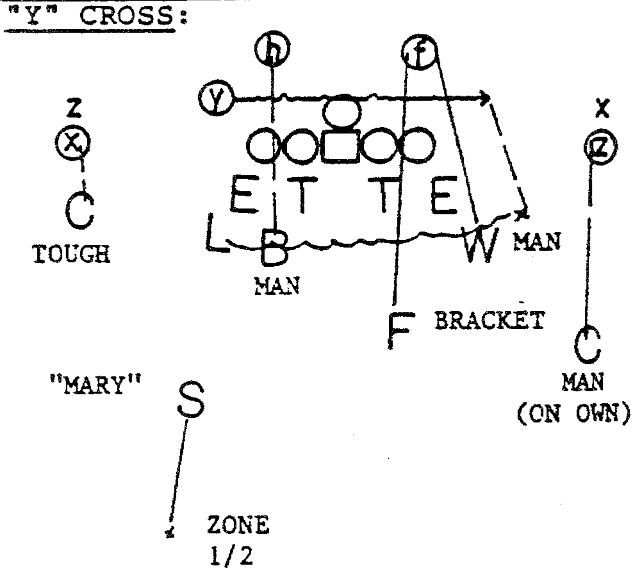
"Z" CROSS:



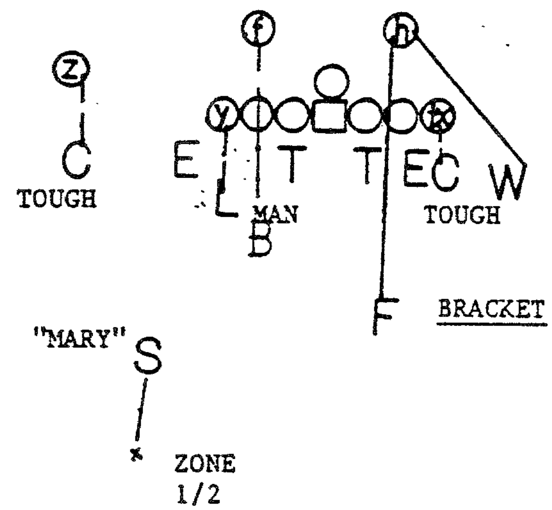
SHIFT TO SLOT DOUBLE WING:



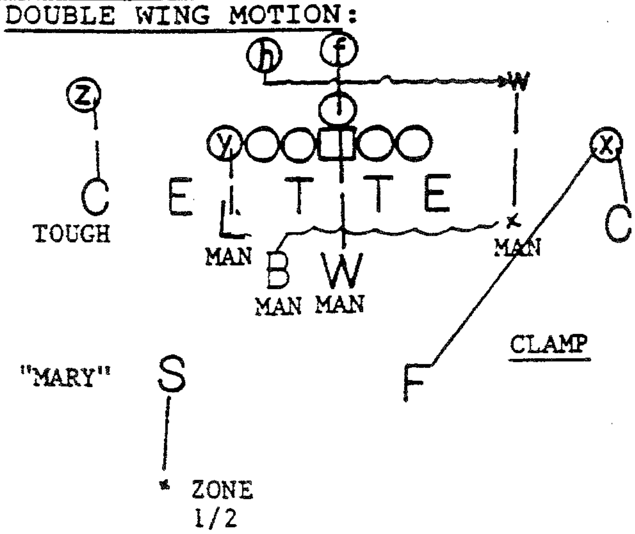
"Y" CROSS:



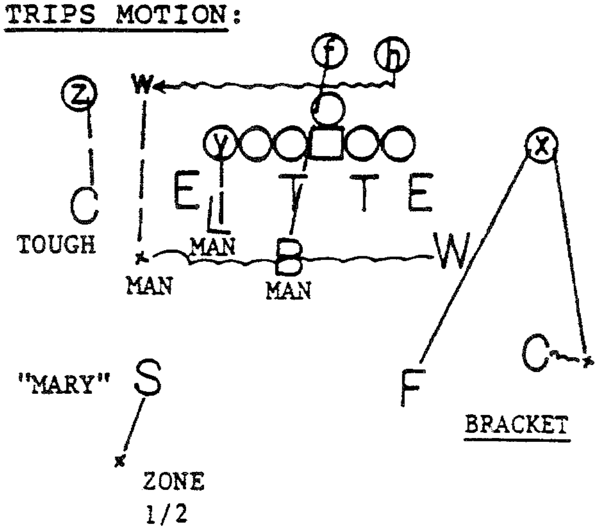
RED/TX:



DOUBLE WING MOTION:

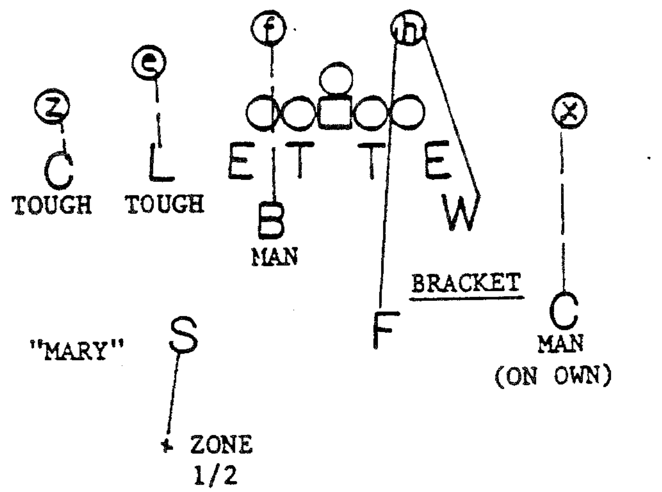


TRIPS MOTION:

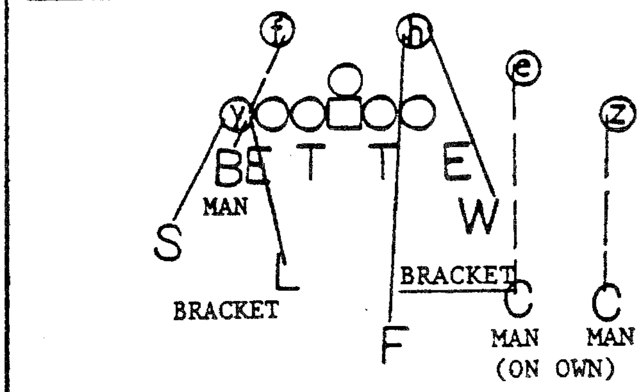


NICKEL 7 FLEX BRACKET ADJUSTMENTS

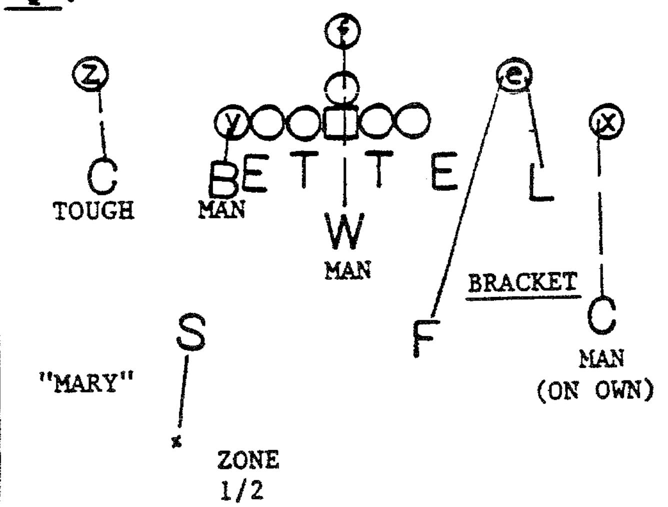
RED/"S":



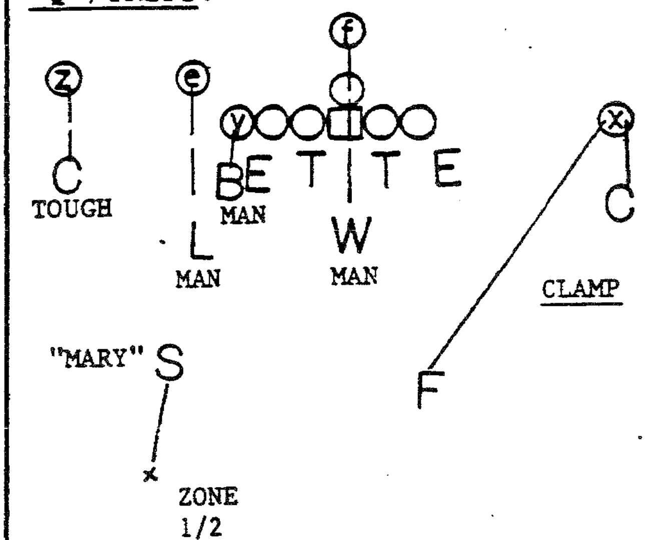
RED/SLOT:



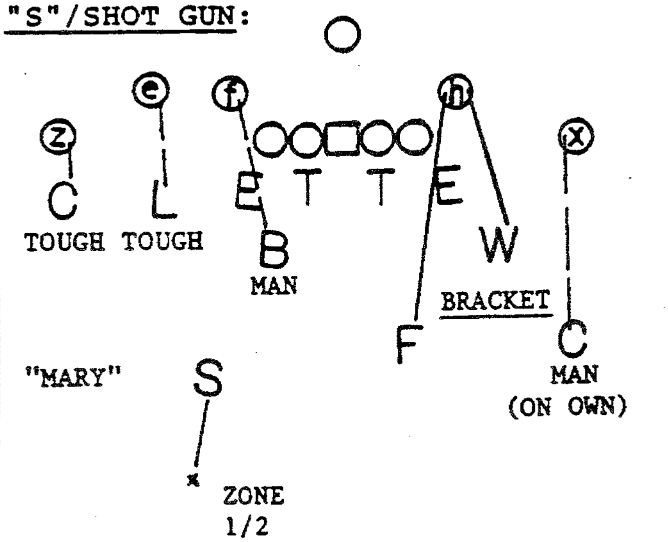
"Q":



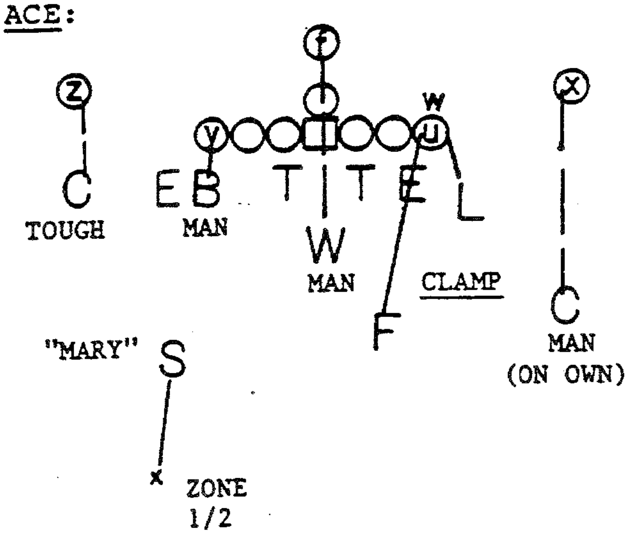
"Q"/TRIPS:



"S"/SHOT GUN:

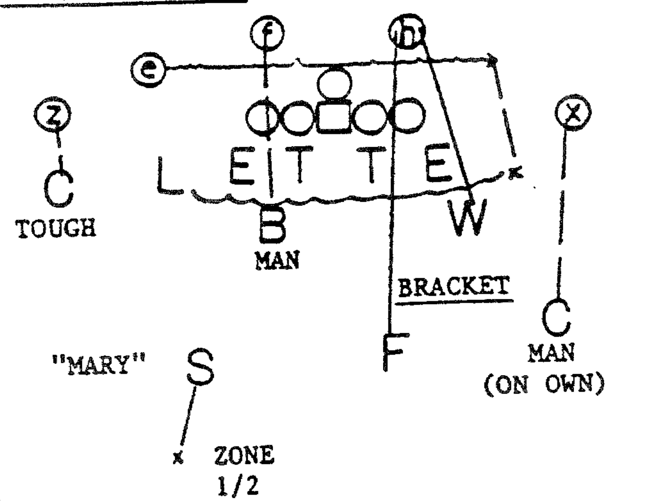


ACE:

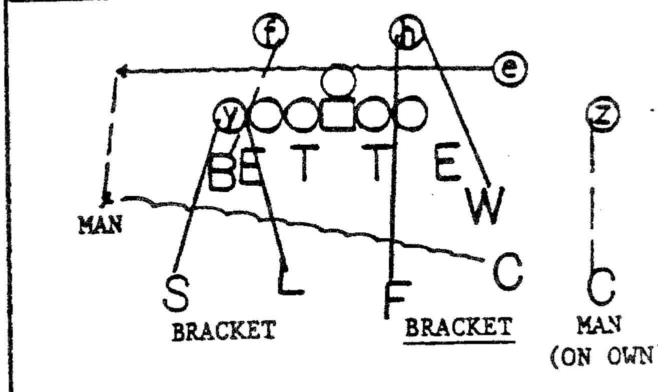


NICKEL 7 FLEX BRACKET ADJUSTMENTS

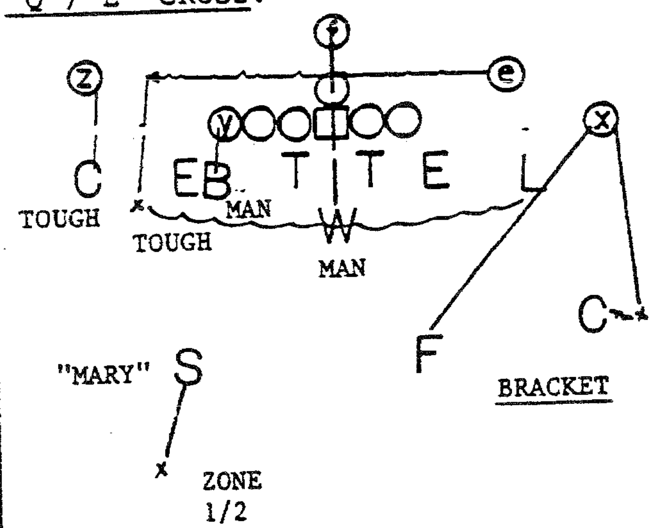
"S"/"E" CROSS:



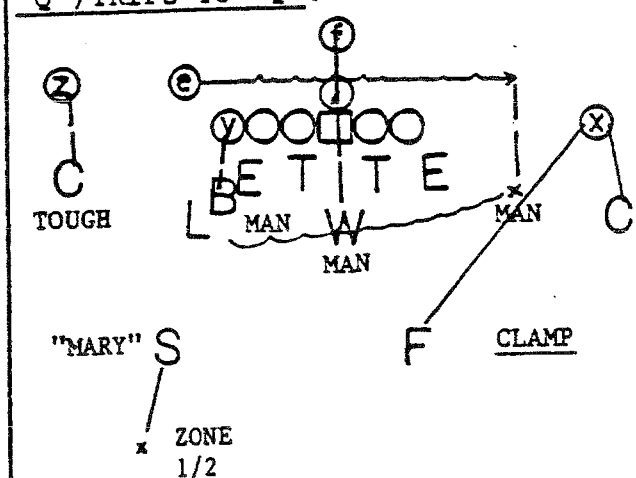
SLOT CROSS:



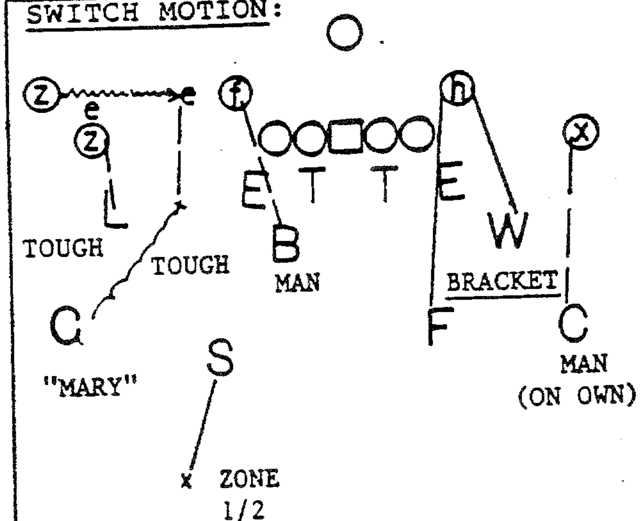
"Q"/"E" CROSS:



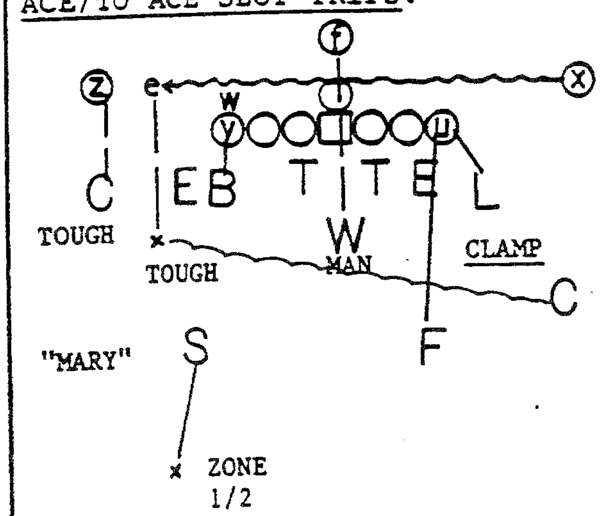
"Q"/TRIPS TO "Q":



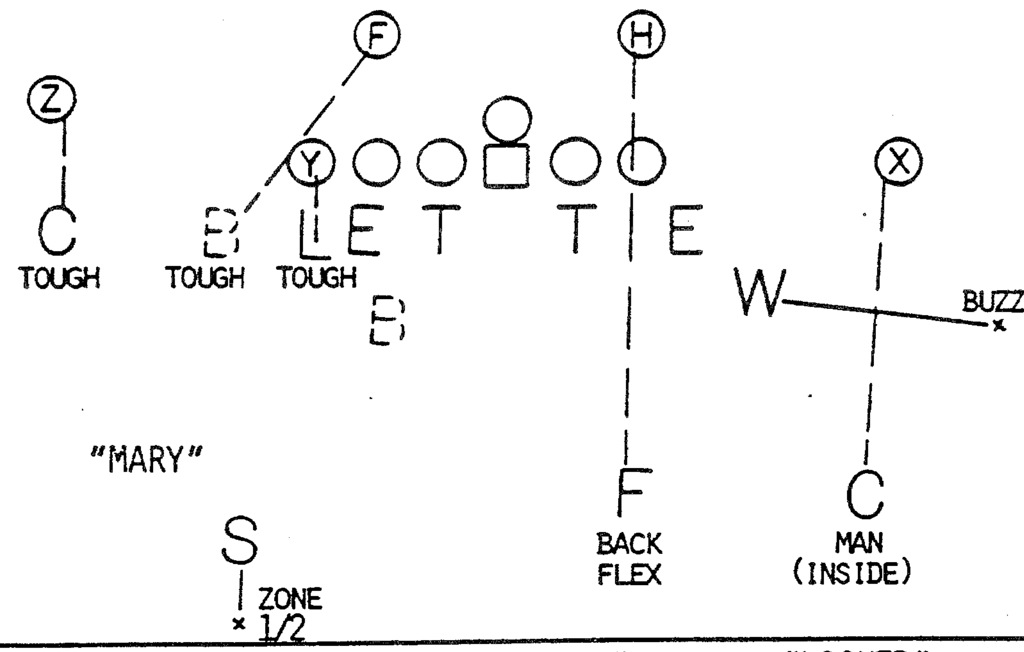
SWITCH MOTION:



ACE/TO ACE SLOT TRIPS:



NICKEL COVER 7 WAX



BUCK: "MARY"; COVER 7 RULES; ALERT "PUSH" VERSUS "LOCKED" MOTION FLEX.

LURK: WHEN ALIGNED SOLID, "MARY", COVER 7 RULES, ALERT "PUSH" VERSUS "LOCKED" MOTION FLEX; WHEN ALIGNED FLEX, PLAY "MAN" OFF AND INSIDE.

WHIP: ZONE BUZZ; WHEN ALIGNED ON A SLOT RECEIVED, "COLLISION" THEN BUZZ.

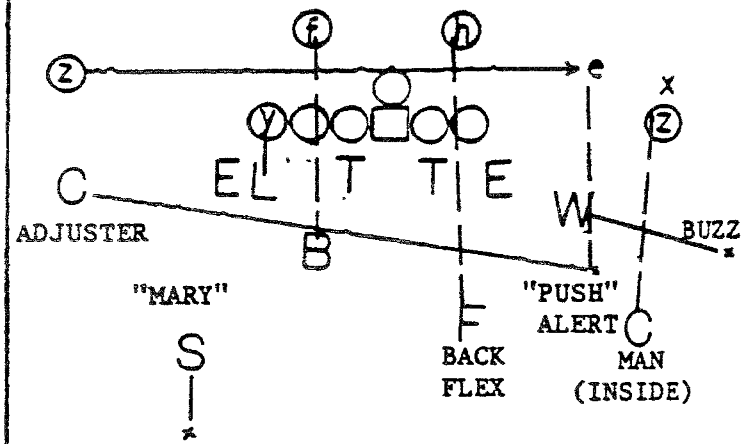
STRONG CORNER: "MARY" WHEN SOLID, "MAN" OFF AND INSIDE WHEN FLEX; PUSH VERSUS "LOCKED" MOTION FLEX.

STRONG SAFETY: COVER 7 RULES.

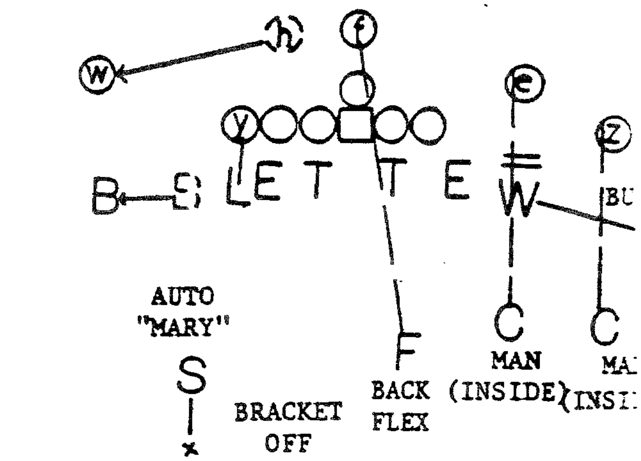
FREE SAFETY: MAN COVER BACK FLEX; VERSUS "ONE-BACK" SET MAN COVER REMAINING BACK; ALERT PUSH VERSUS "LOCKED" MOTION FLEX.

WEAK CORNER: MAN COVER, OFF AND INSIDE.

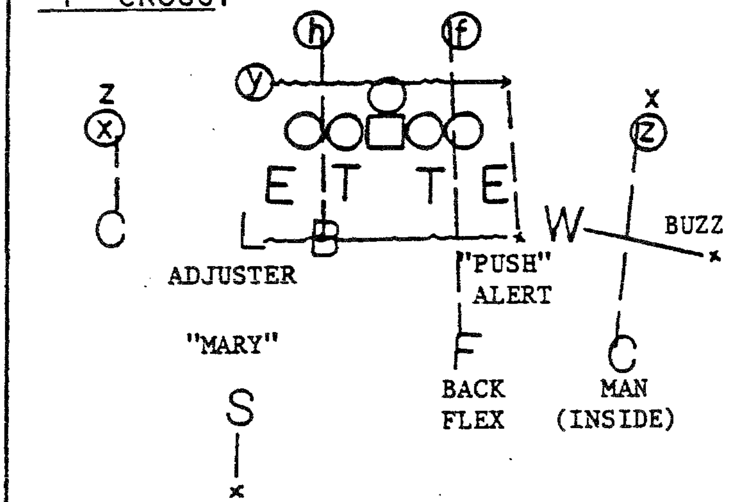
"Z" CROSS:



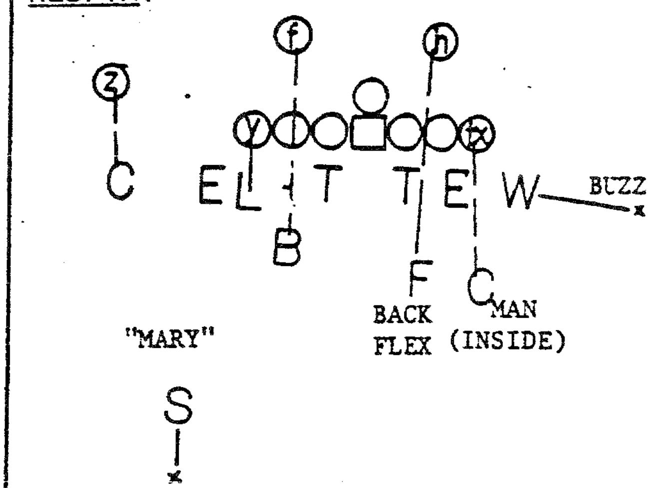
SHIFT TO SLOT DOUBLE WING:



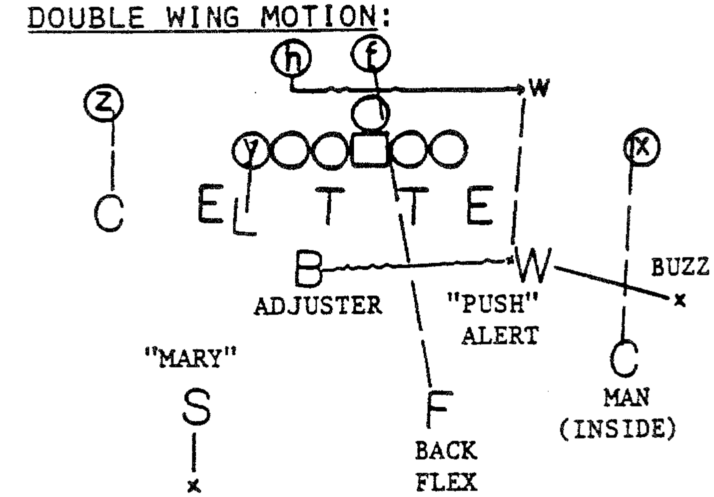
"Y" CROSS:



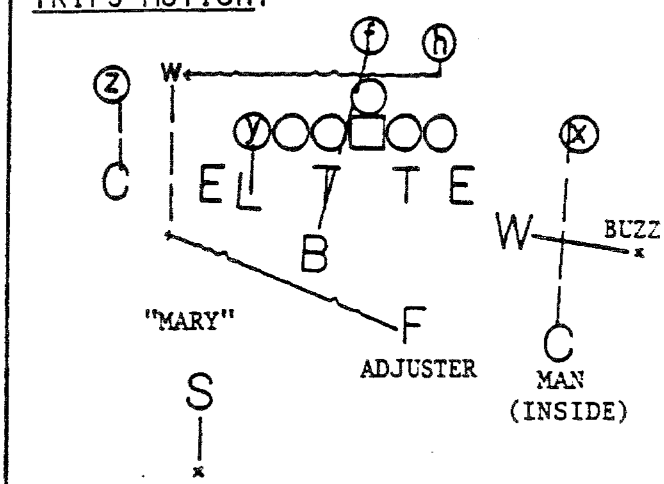
RED/TX:



DOUBLE WING MOTION:

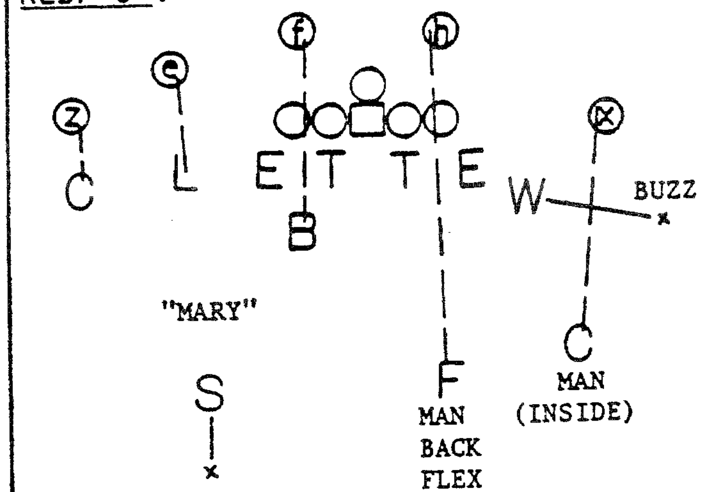


TRIPS MOTION:

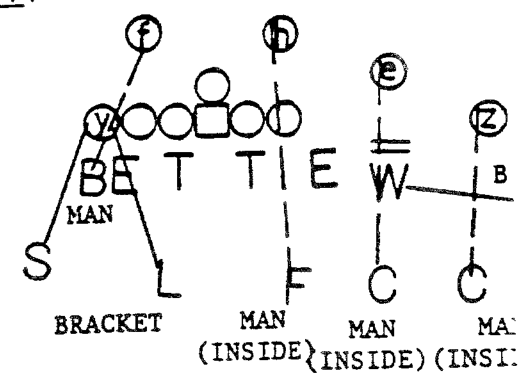


NICKEL COVER 7 WAX ADJUSTMENTS

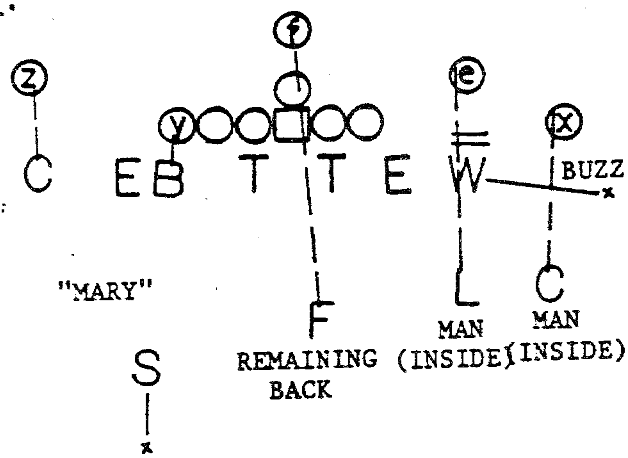
RED/"S":



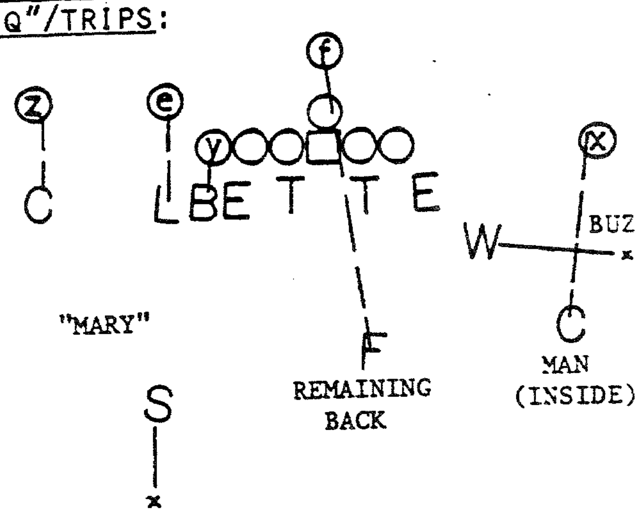
RED/SLOT:



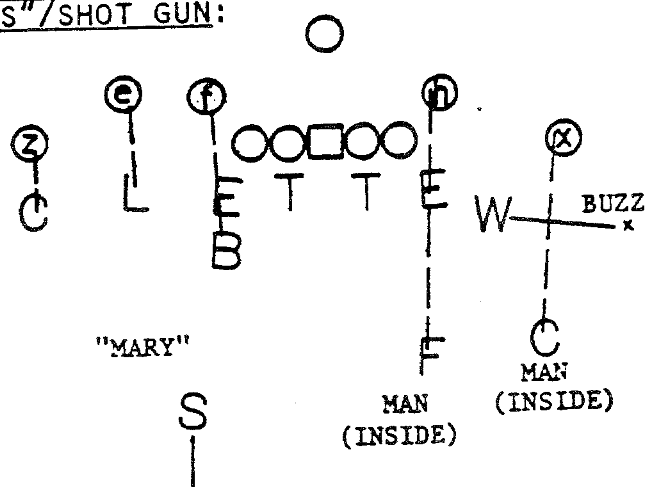
"Q":



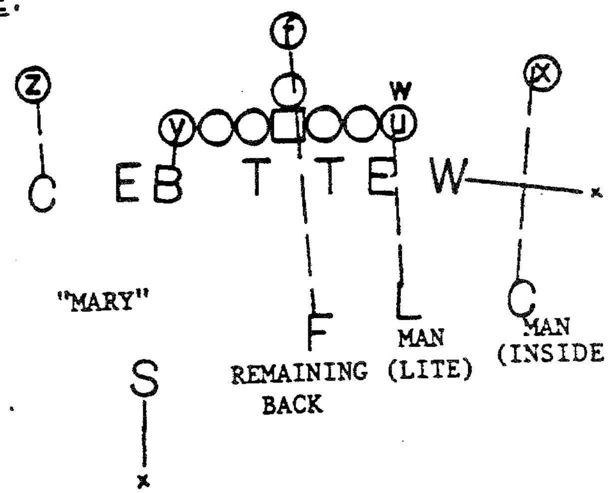
"Q"/TRIPS:



"S"/SHOT GUN:

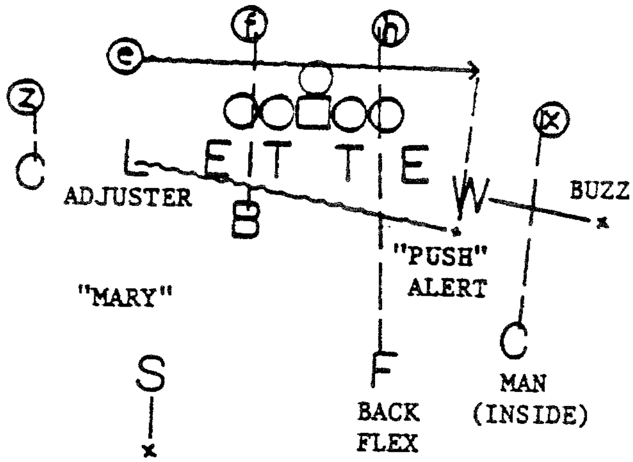


ACE:

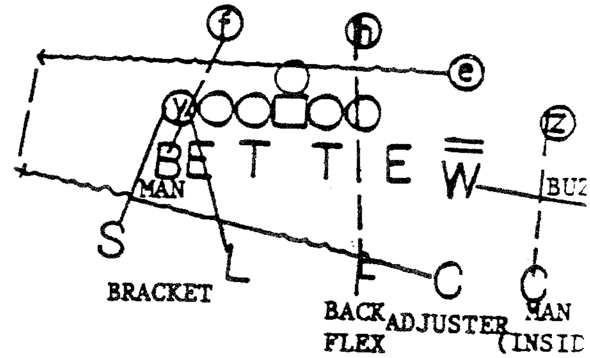


NICKEL COVER 7 WAX ADJUSTMENTS

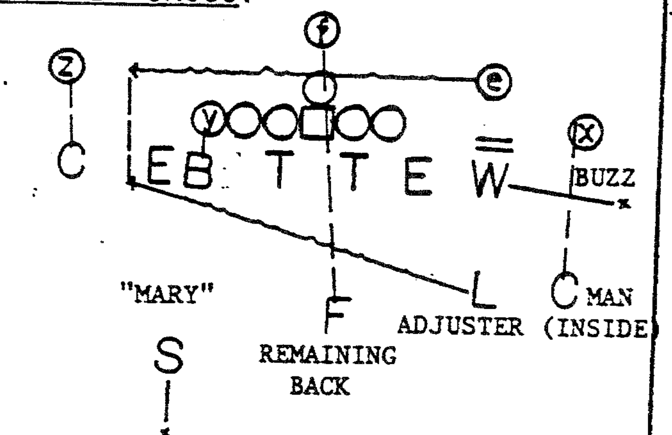
"S"/"E" CROSS:



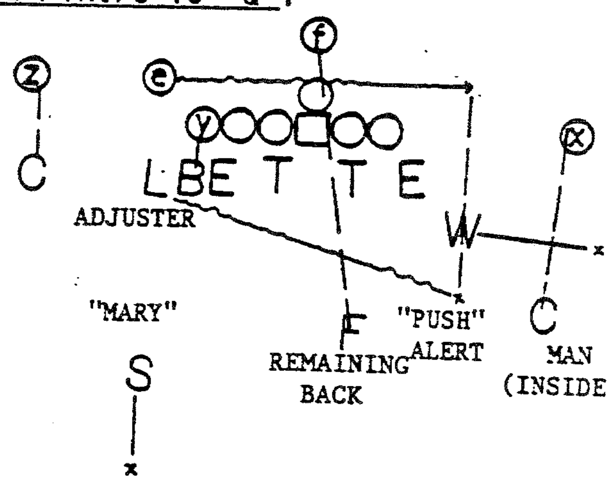
SLOT CROSS:



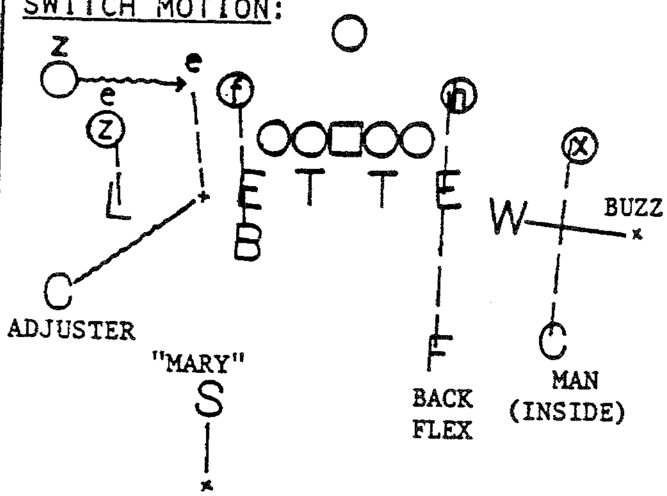
"Q"/"E" CROSS:



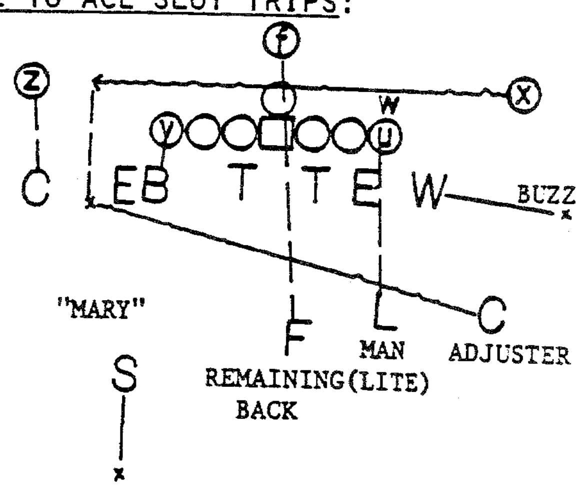
"Q"/TRIPS TO "Q":



SWITCH MOTION:

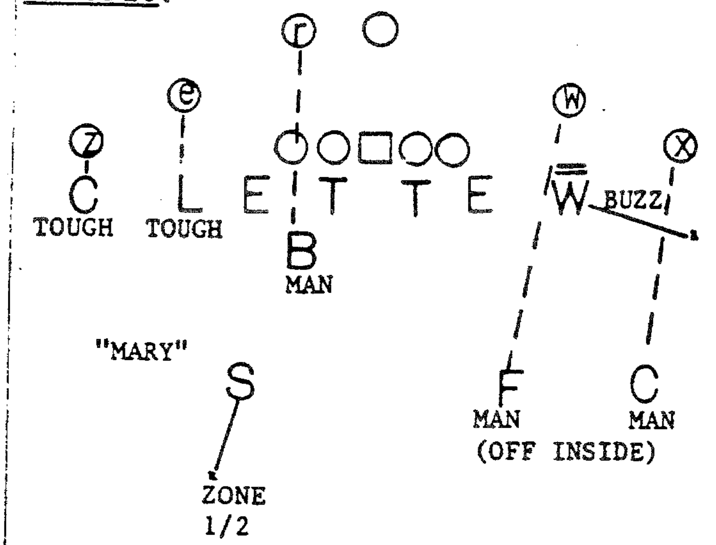


ACE TO ACE SLOT TRIPS:

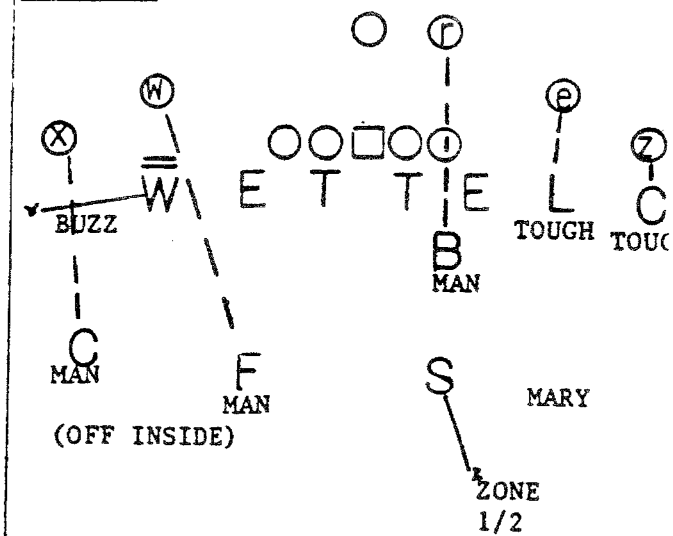


NICKEL COVER 7 WAX ADJUSTMENTS

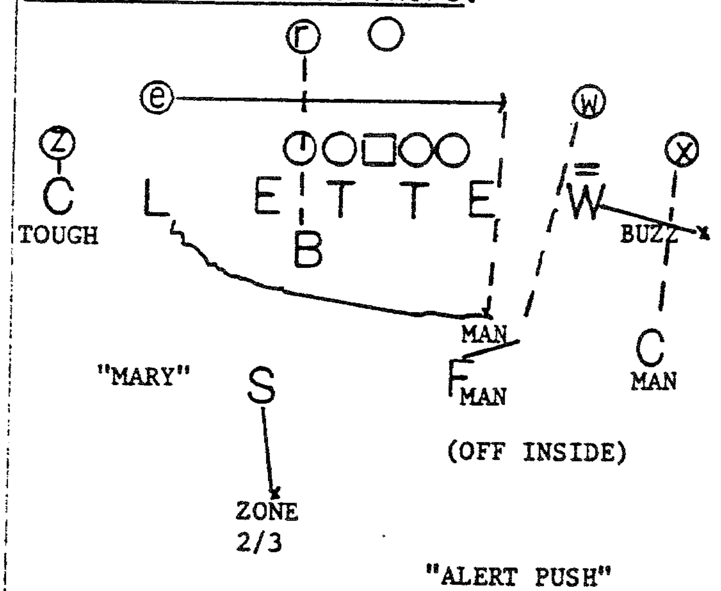
4/WIDES:



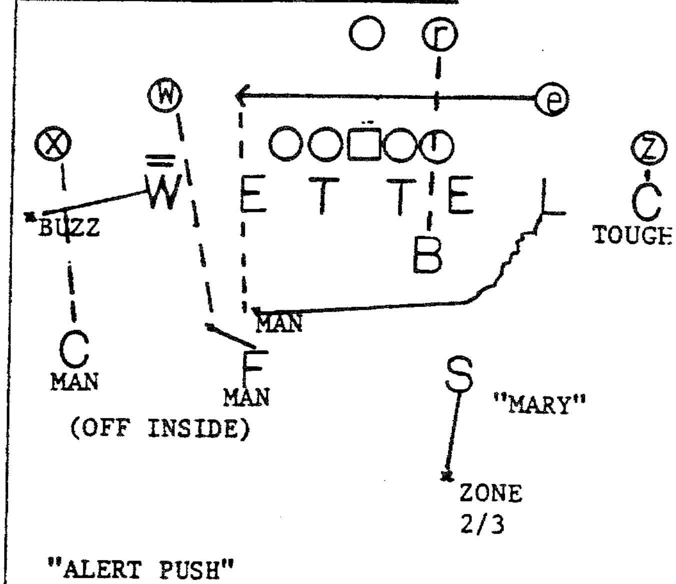
4/WIDES:



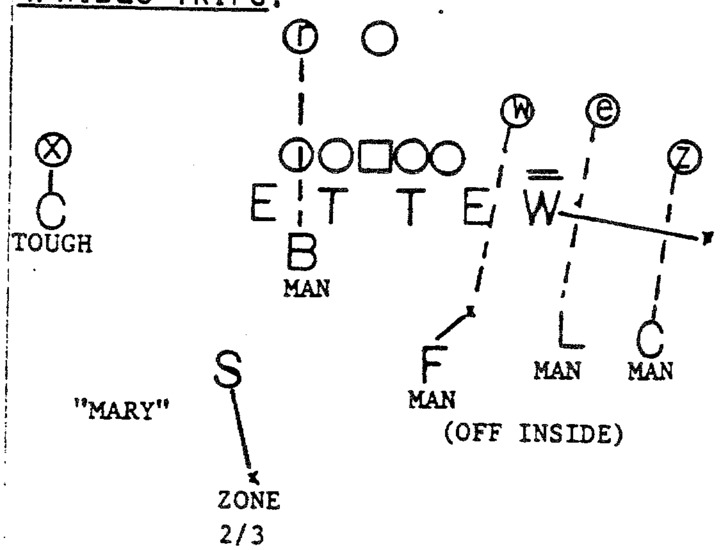
4/WIDES MOTION TO TRIPS:



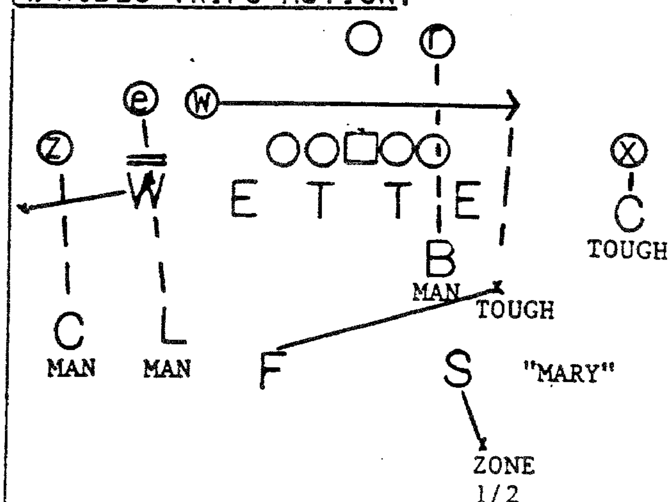
4/WIDES MOTION TO TRIPS:



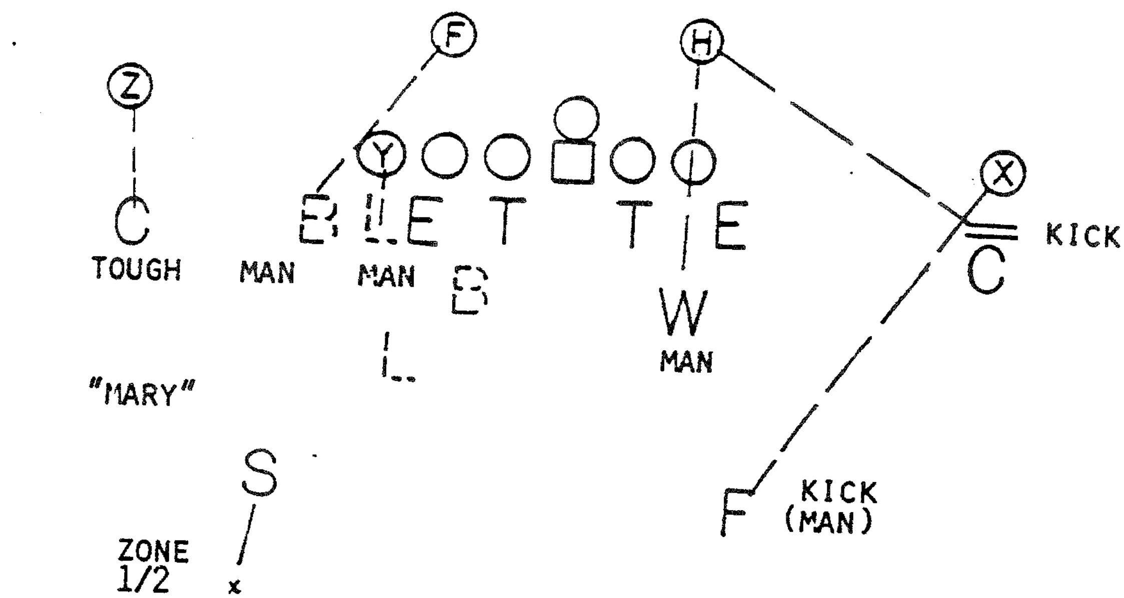
4/WIDES TRIPS:



4/WIDES TRIPS MOTION:



NICKEL 7 "X" KICK



BUCK: MAN BACK SET SOLID; VERSUS ALIGNED ONE-BACK-SETS, MAN "Y".

LURK: VERSUS TWO-BACK-SETS MAN COVER "Y"; ADJUSTER VERSUS ALIGNED ON BACK-SETS; BRACKET "Y" WITH STRONG SAFETY VERSUS SLOT FORMATIC VERSUS WING, MAY BE CALLED INTO "SUN" TECHNIQUE.

WHIP: MAN, INSIDE VERSUS BACK SET FLEX, KICK HELP IN THE FLAT, IF FL BACK RUNS FLAT, LOOK-UP "X"; VERSUS ONE-BACK-SETS, MAN REMAIN-ING BACK.

STRONG CORNER: FLANKER, MARY; SLOT, MAN "Z" INSIDE.

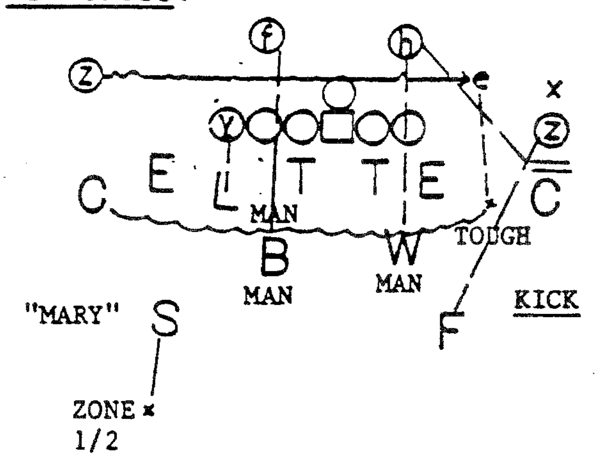
STRONG SAFETY: DEFEND ZONE 1/2; BRACKET "Y" WITH LURK VERSUS SLOT.

FREE SAFETY: VERSUS FLANKER (TWO-BACKS), KICK "X"; VERSUS SLOT, SUN "E"; VERSUS ONE-BACK-SETS, SUN NUMBER TWO FLEX.

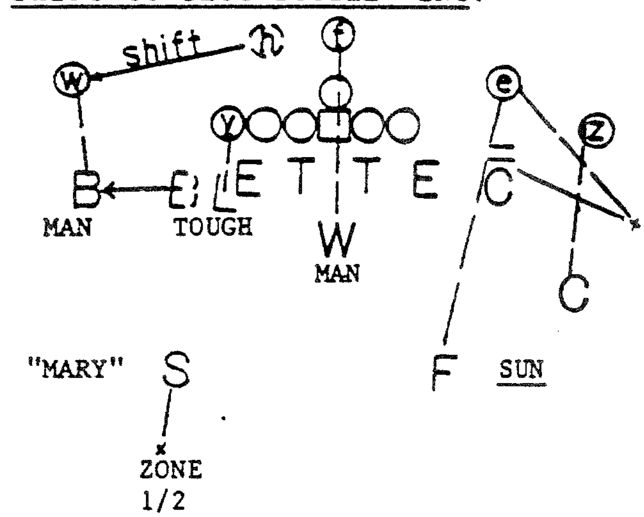
WEAK CORNER: KICK OR SUN DEPENDING ON SET; VERSUS ONE-BACK-SET, IF T(SUN SIDE, MAN NUMBER ONE INSIDE.

NICKEL 7 "X" KICK ADJUSTMENTS

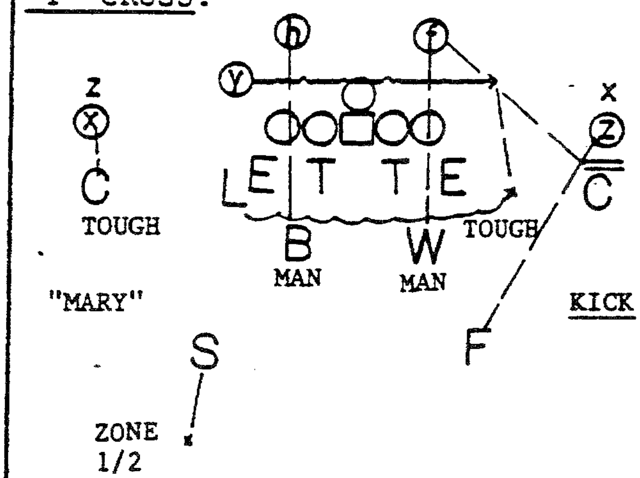
"Z" CROSS:



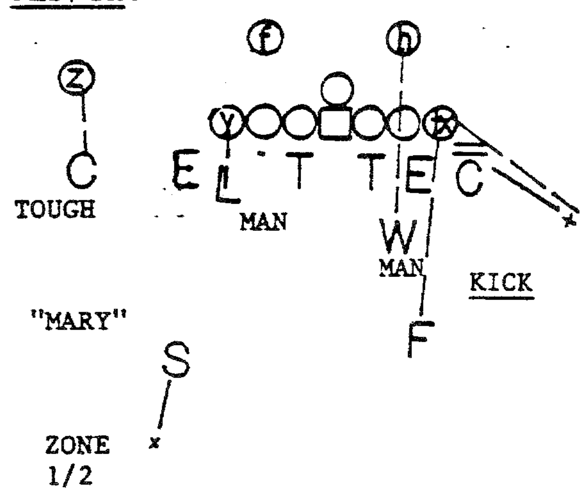
SHIFT TO SLOT DOUBLE WING:



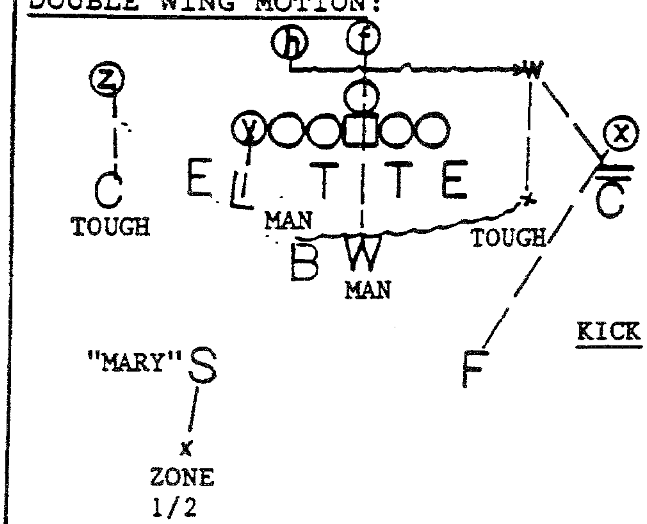
"Y" CROSS:



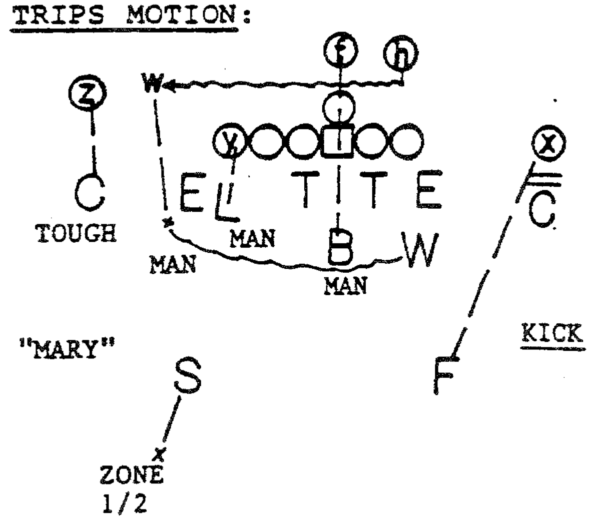
RED/TX:



DOUBLE WING MOTION:

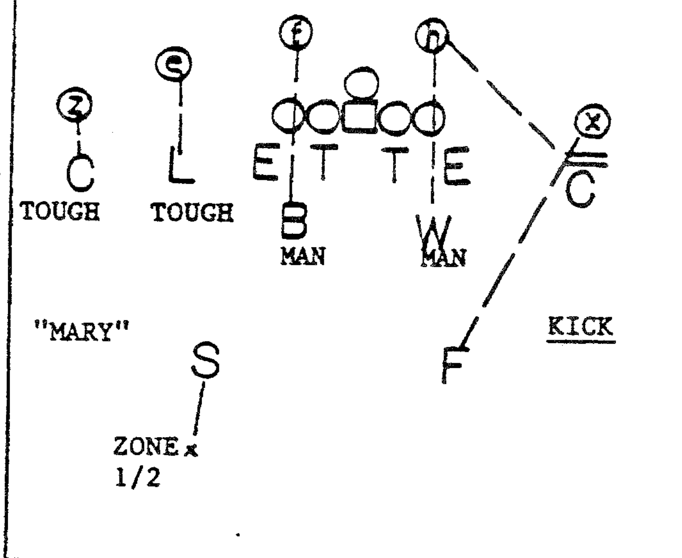


TRIPS MOTION:

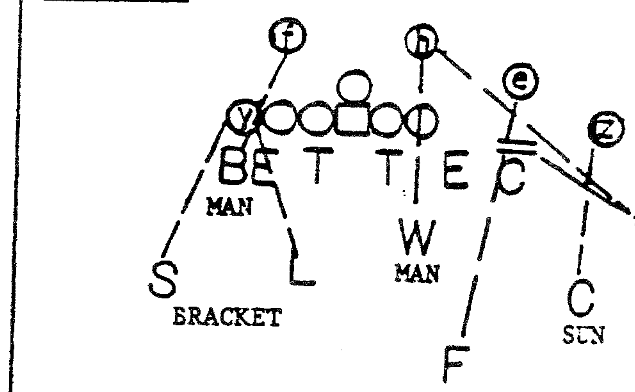


NICKEL 7 "X" KICK ADJUSTMENTS

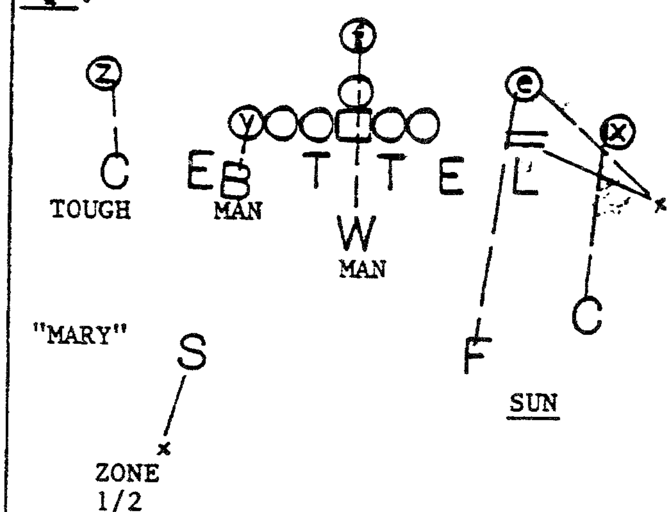
RED/"S":



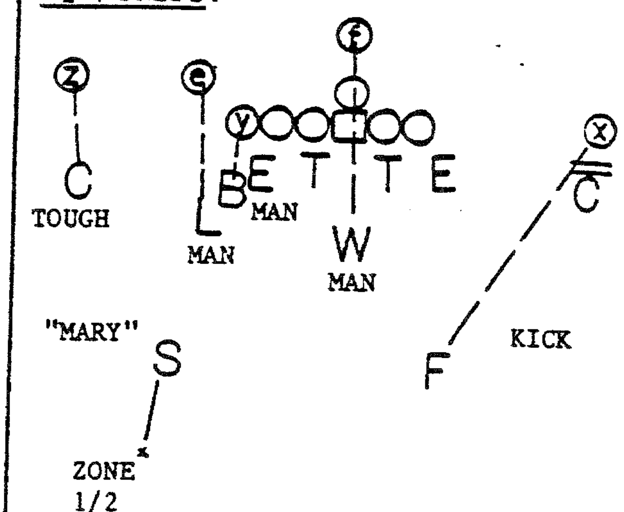
RED/SLOT:



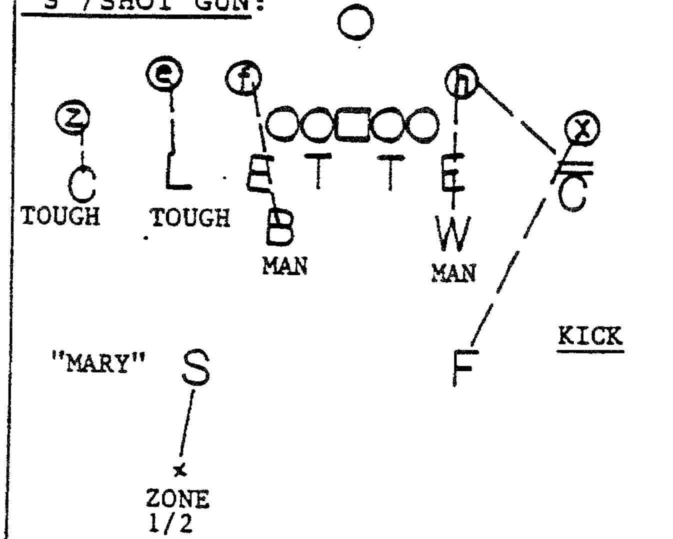
"Q":



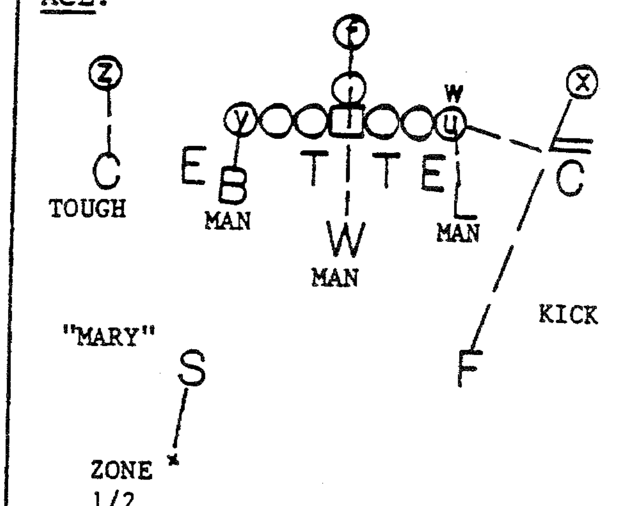
"Q"/TRIPS:



"S"/SHOT GUN:

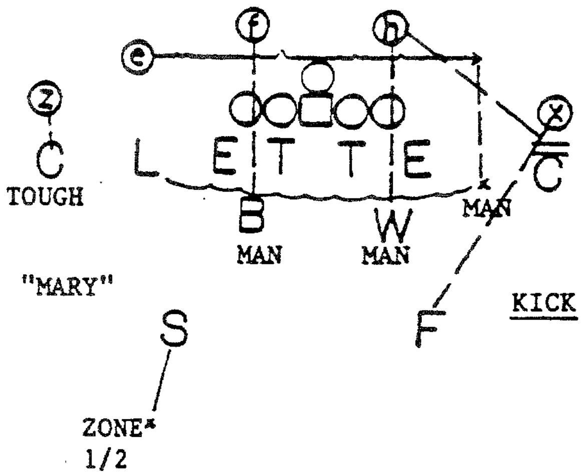


ACE:

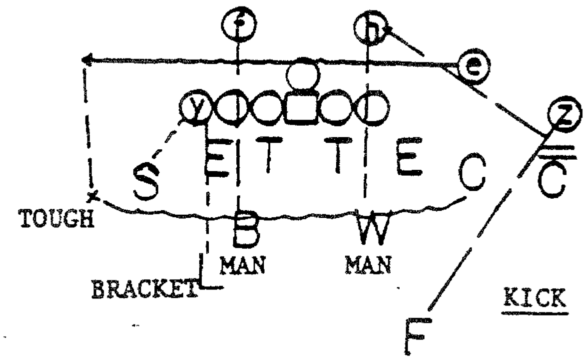


NICKEL COVER 7 "X" KICK ADJUSTMENTS

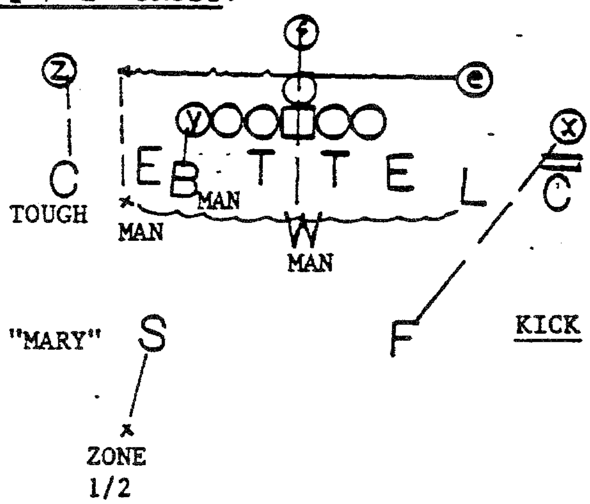
"S"/"E" CROSS:



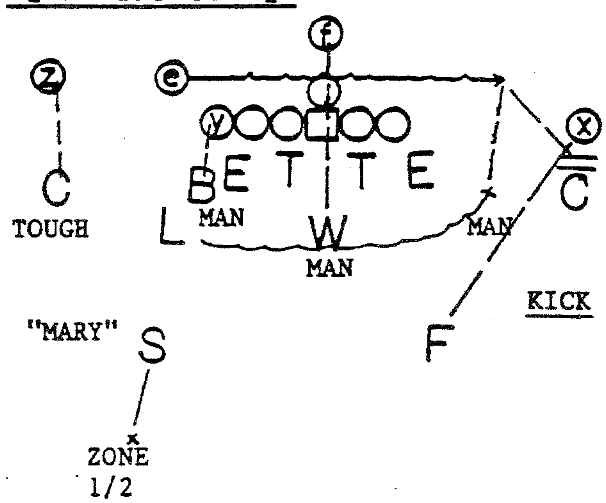
SLOT CROSS:



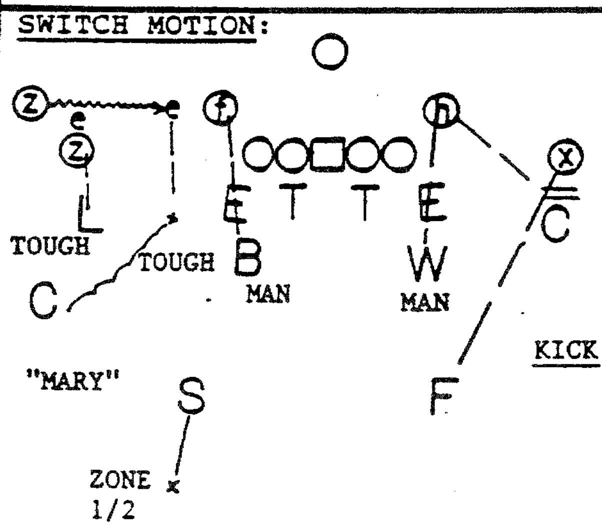
"Q"/"E" CROSS:



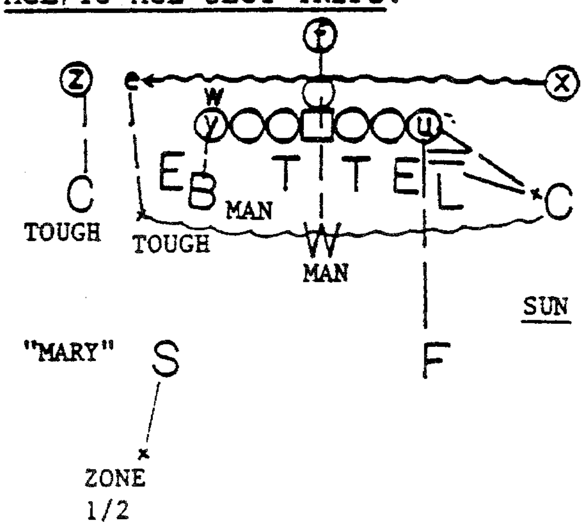
"Q"/TRIPS TO "Q":



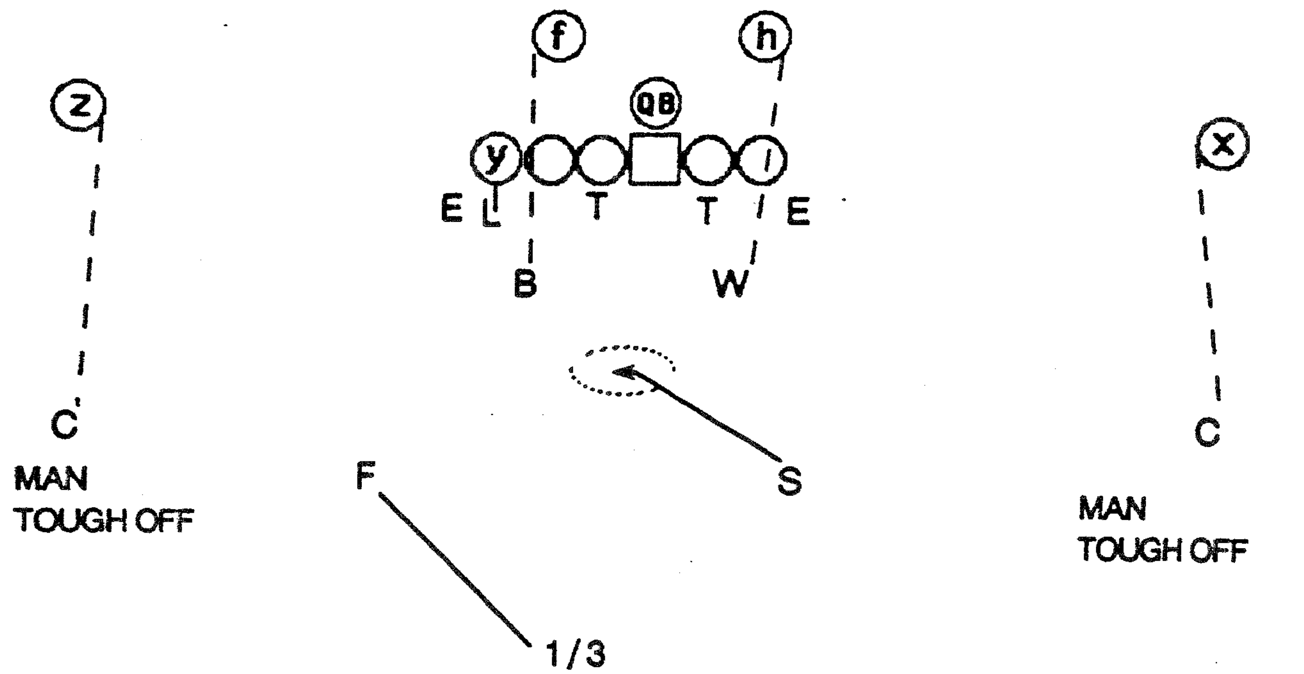
SWITCH MOTION:



ACE/TO ACE SLOT TRIPS:



NICKEL COVER 2 LURK



BUCK: MAN "BACK SOLID" (OUTSIDE HIP)

LURK: MAN "Y" (OUTSIDE HIP)

WHIP: MAN "BACK FLEX"(OUTSIDE HIP)

STRONG CORNER: MAN -COVER 2

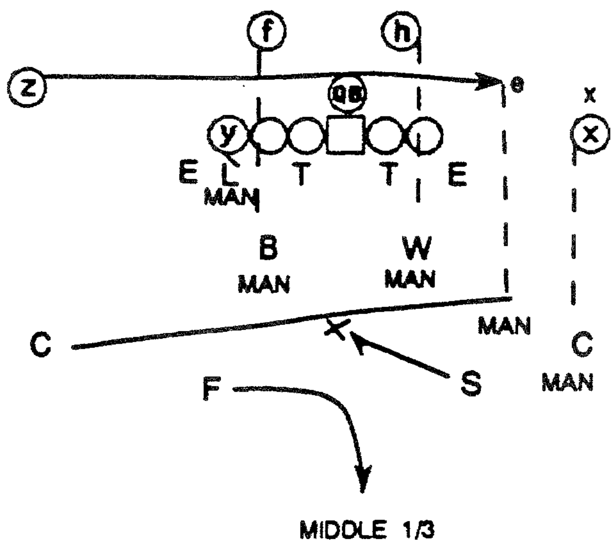
STRONG SAFETY: ALIGN FLEX- WORK TO INTERMEDIATE MIDDLE. BE AWARE OF DOWN AND DISTANCE (STEM FROM 2-DEEP LOOK)

FREE SAFETY: ALIGN SOLID- DEFEND MIDDLE 1/3 (STEM FROM A DEEP LOOK

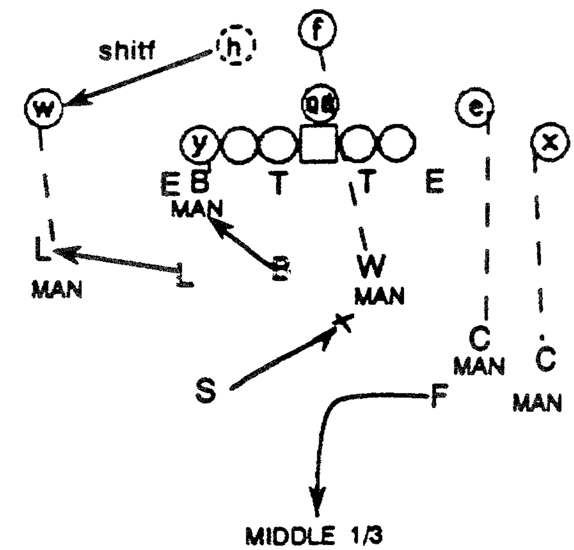
WEAK CORNER: MAN -COVER 2 (SHOW COVER 7)

NICKEL COVER 2 LURK ADJUSTMENTS

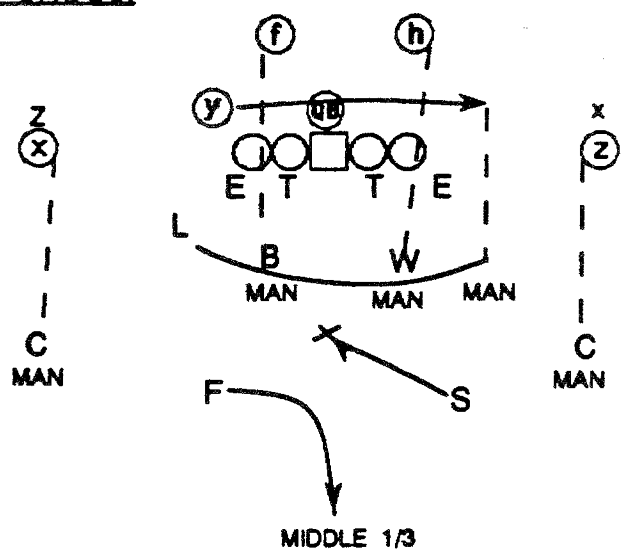
"Z" CROSS MOTION:



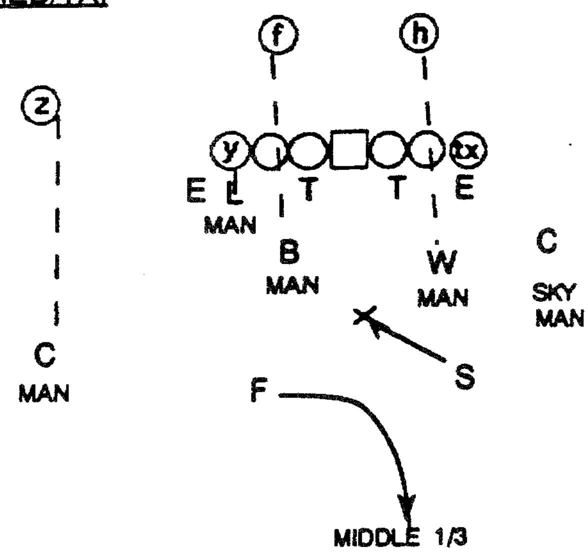
SHIFT TO SLOT DOUBLE WING:



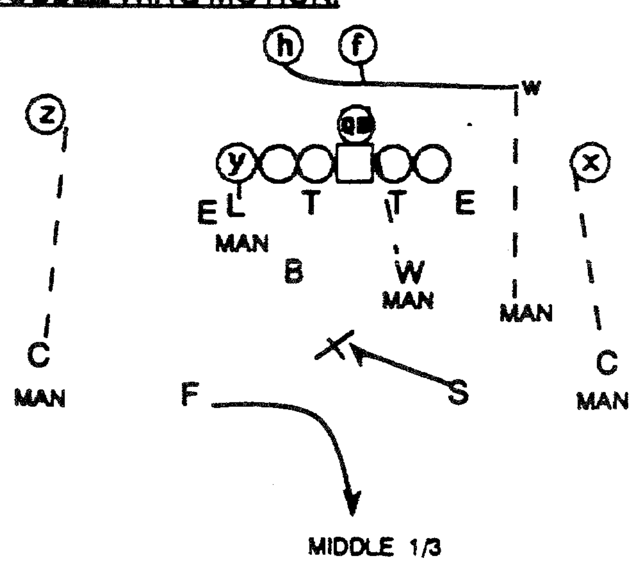
"Y" CROSS:



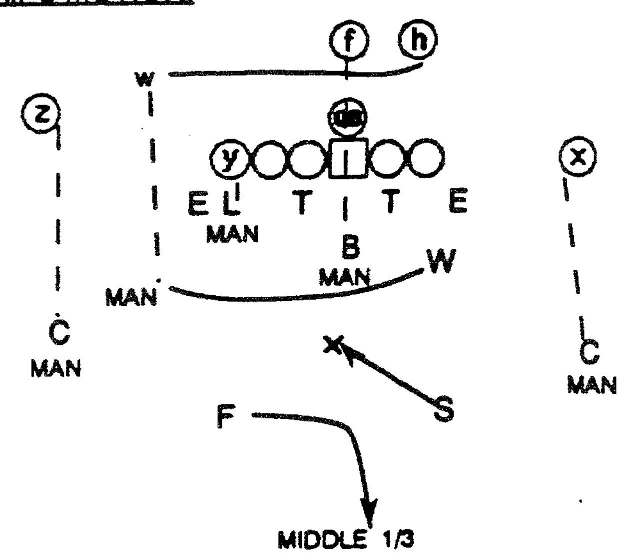
RED/TX:



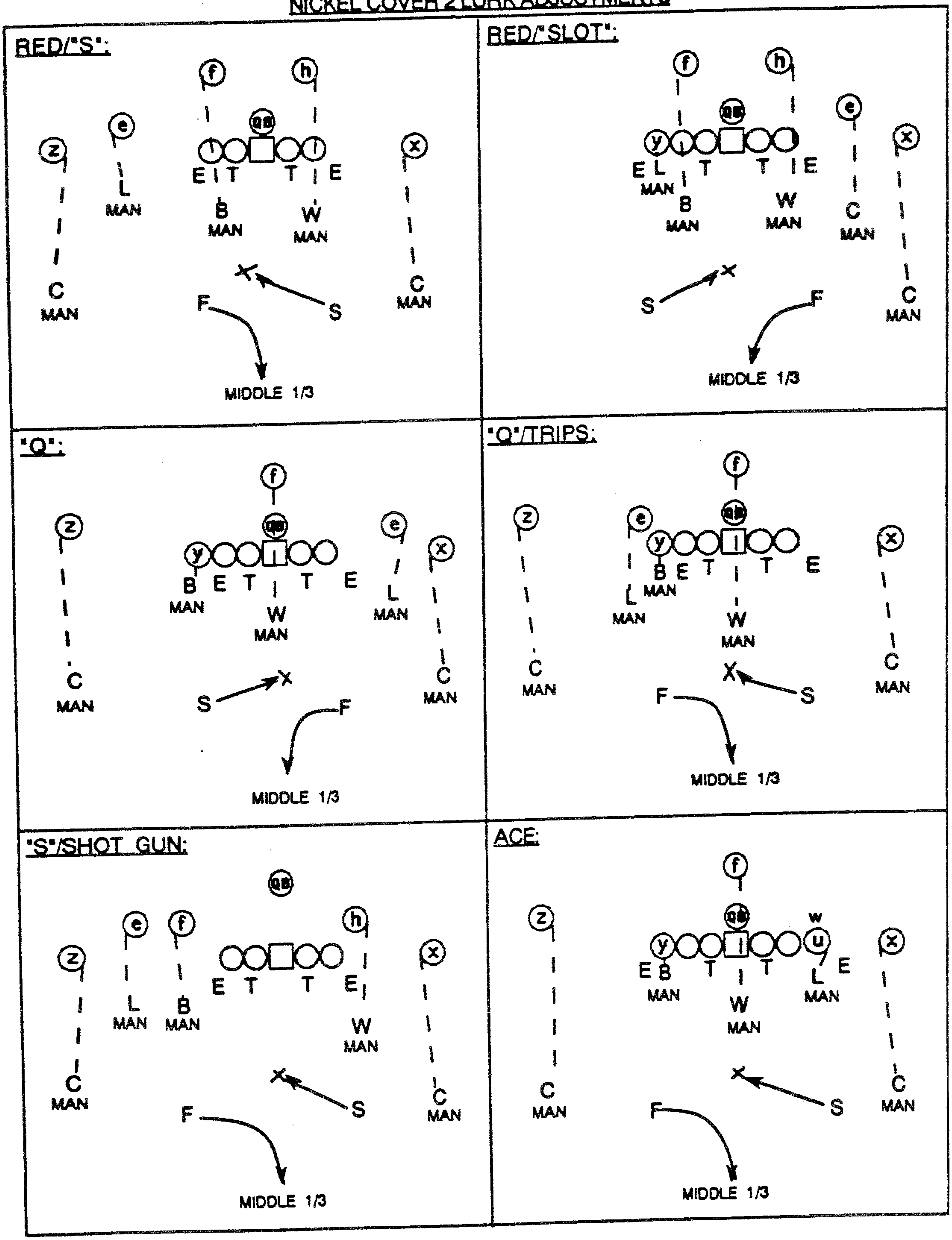
DOUBLE WING MOTION:



TRIPS MOTION:

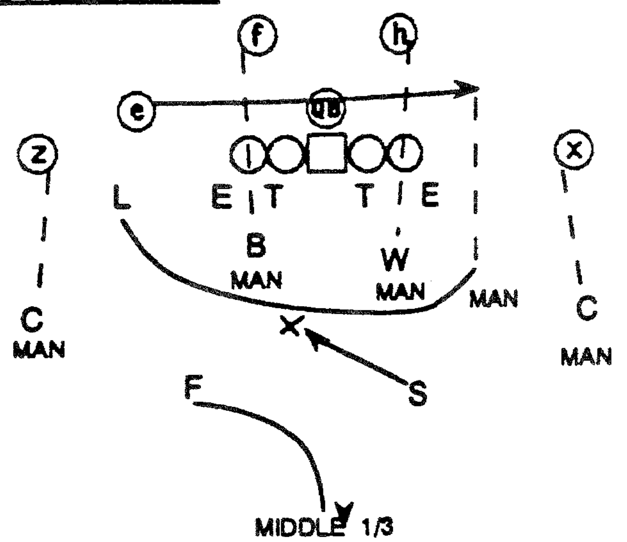


NICKEL COVER 2 LURK ADJUSTMENTS

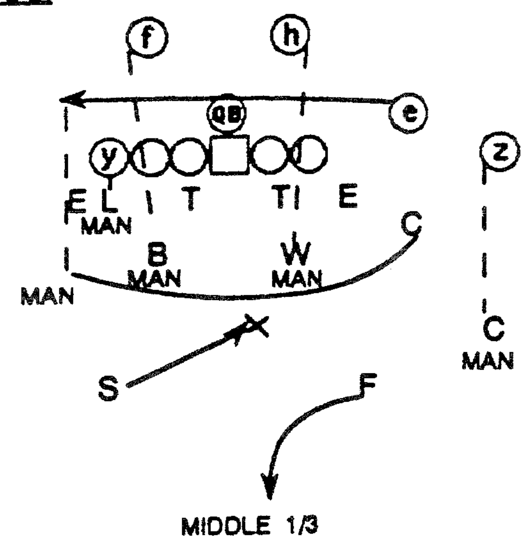


NICKEL COVER 2 LURK ADJUSTMENTS

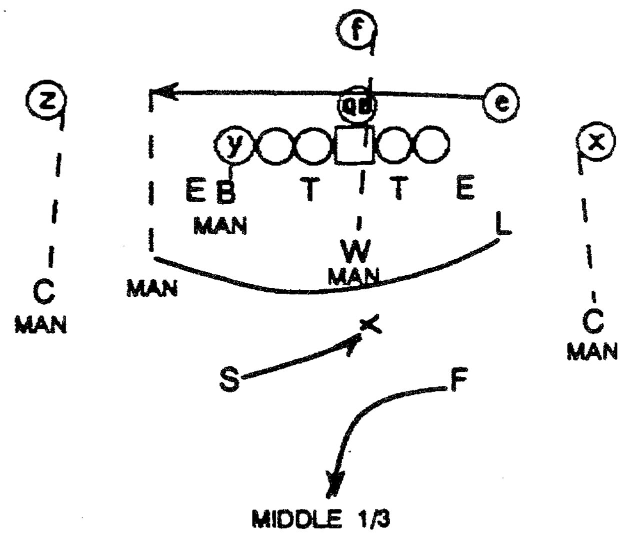
"S"/"E" CROSS:



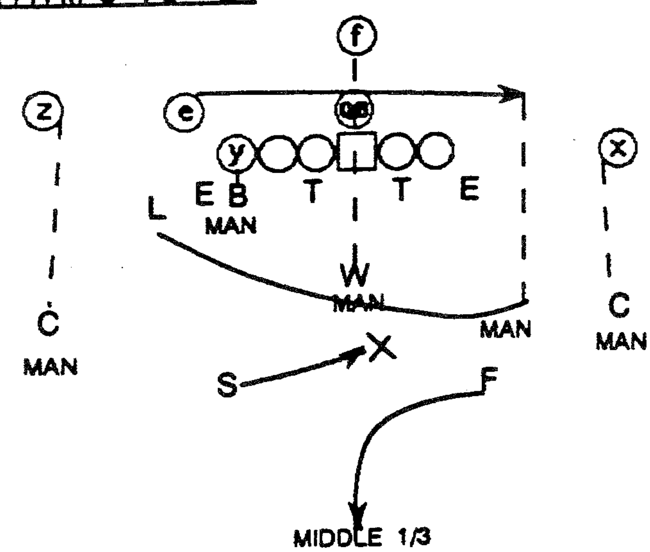
SLOT CROSS:



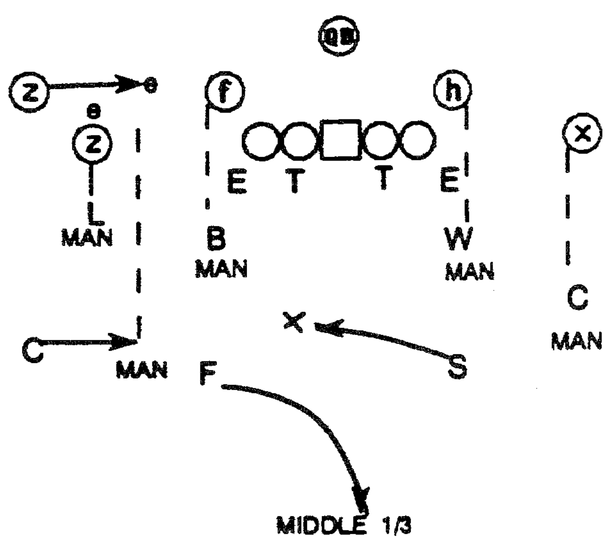
"Q"/"E" CROSS:



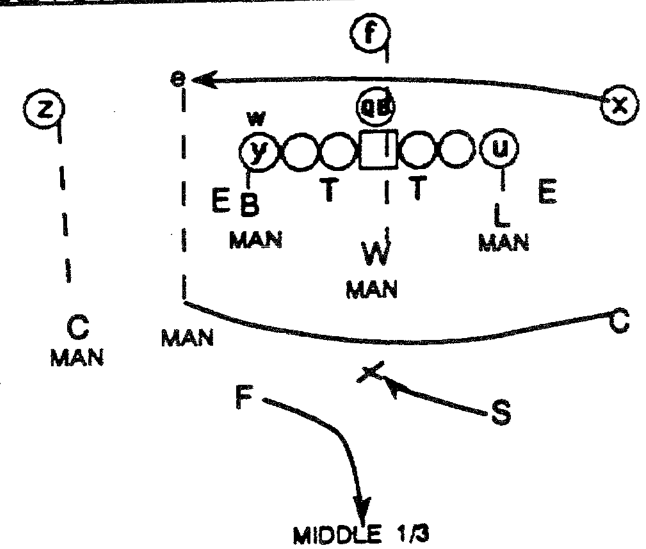
"Q"/TRIPS TO "Q":



SWITCH MOTION:

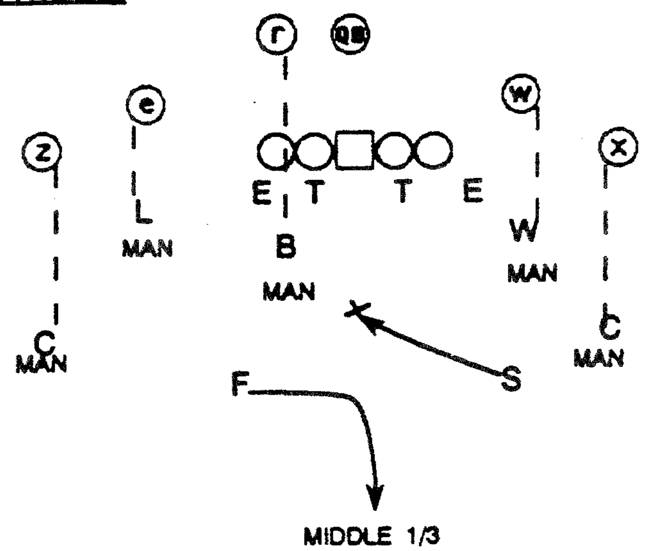


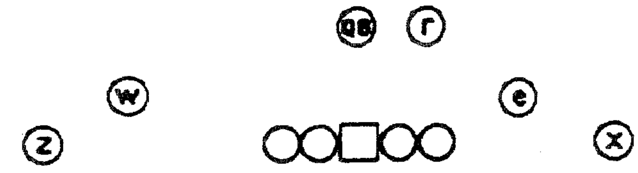
ACE/TO ACE SLOT TRIPS



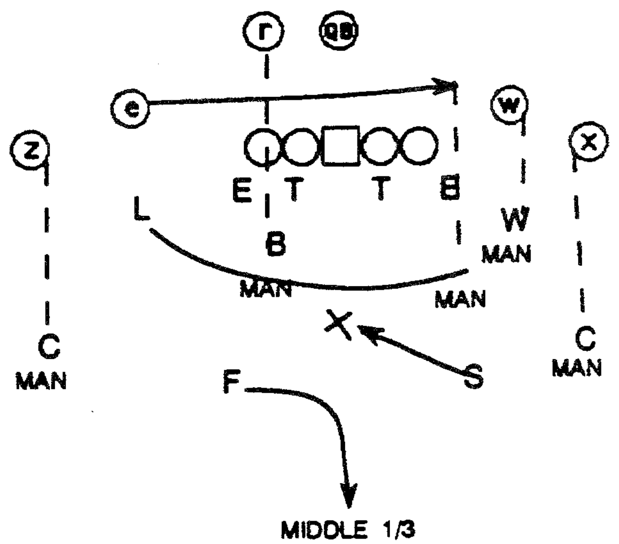
NICKEL COVER 2 LURK ADJUSTMENTS

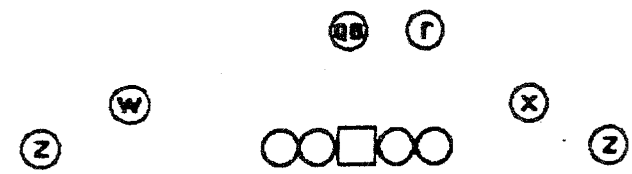
4/WIDES:



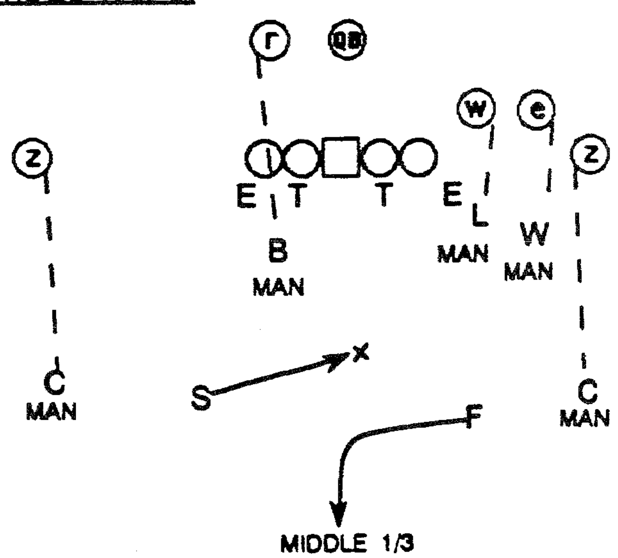


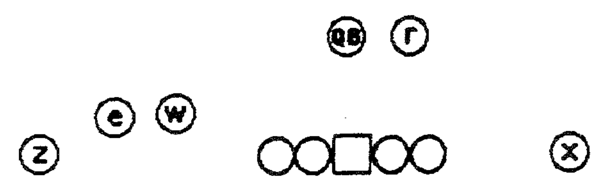
4/WIDES MOTIN TO TRIPS:



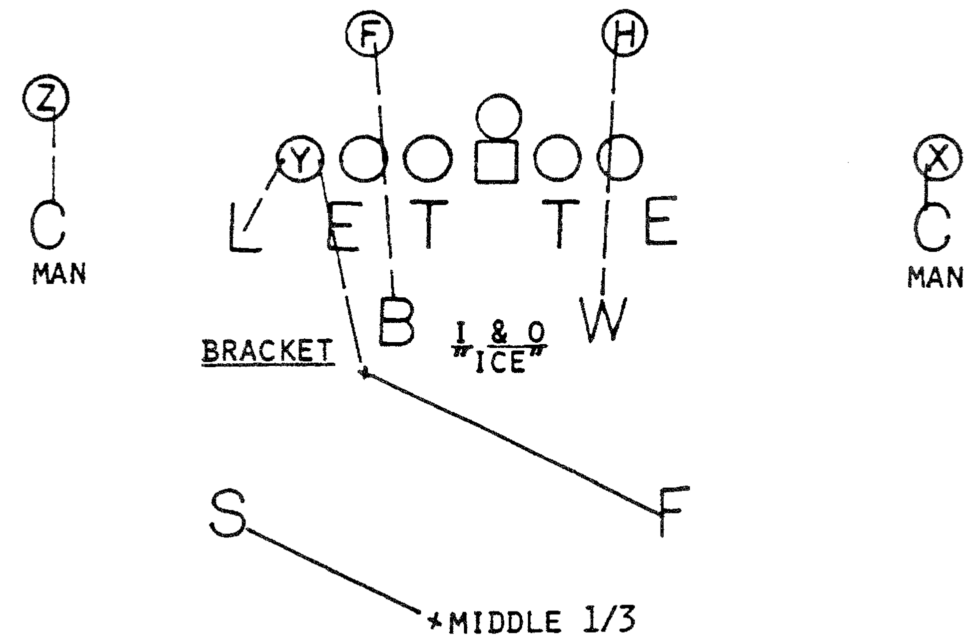


4/WIDES TRIPS:





NICKEL COVER 2 "E" CLAMP



BUCK: TWO/BACKS: I & O (ICE) WITH WHIP; ONE/BACK: MAN "Y" TOUGH.

LURK: DOUBLE WITH FAR/SAFETY UNLESS TRUE/SLOT, THEN TOUGH "Y".

WHIP: TWO/BACKS: I & O (ICE) WITH BUCK; ONE/BACK: MAN THE REMAINING/BACK.

STRONG CORNER: MAN

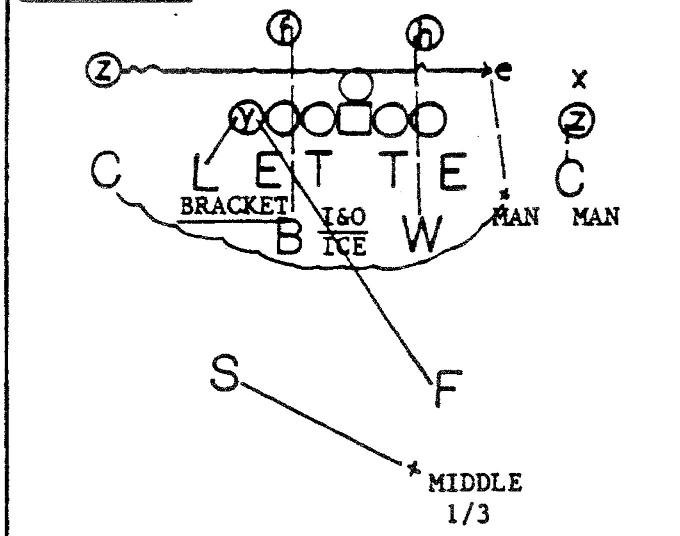
STRONG SAFETY: "FAR", DOUBLE WITH LURK (WEAK/CORNER VERSUS SLOT); "NEAR", DEFEND THE MIDDLE 1/3.

FREE SAFETY: "FAR", DOUBLE WITH LURK; "NEAR", DEFEND THE MIDDLE 1/3.

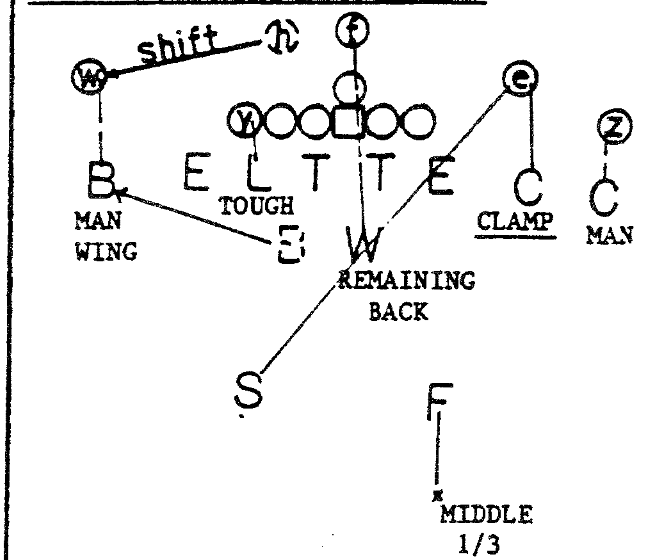
WEAK CORNER: MAN; SET TO A TRUE/SLOT, CLAMP WITH STRONG SAFETY.

COVER 2 "E" CLAMP ADJUSTMENTS

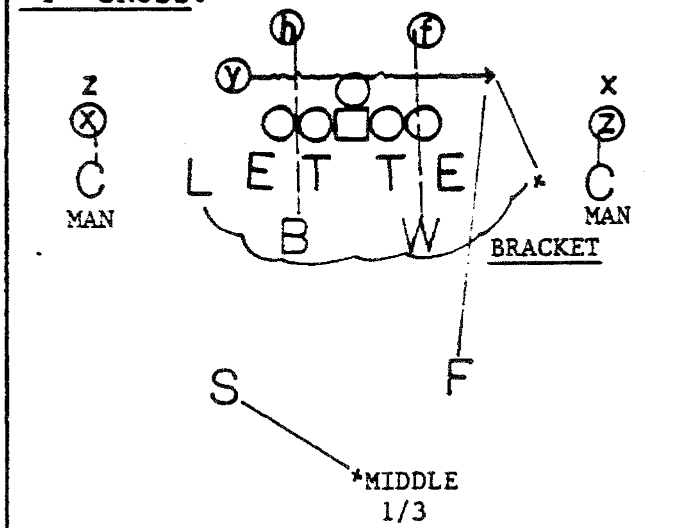
"Z" CROSS:



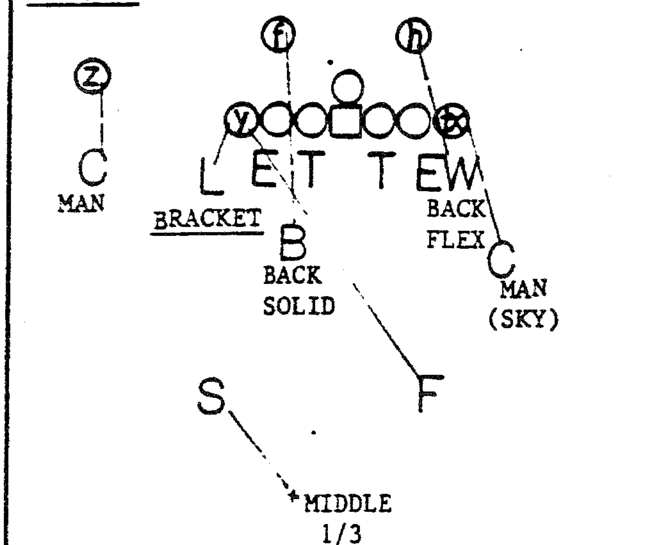
SHIFT TO SLOT DOUBLE WING:



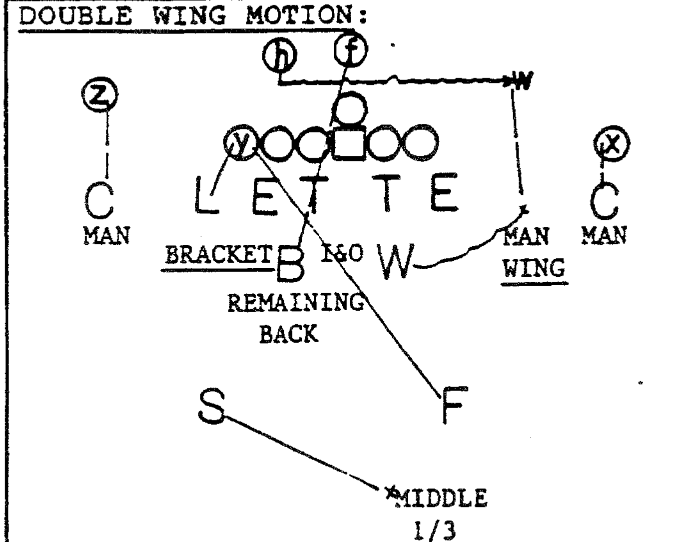
"Y" CROSS:



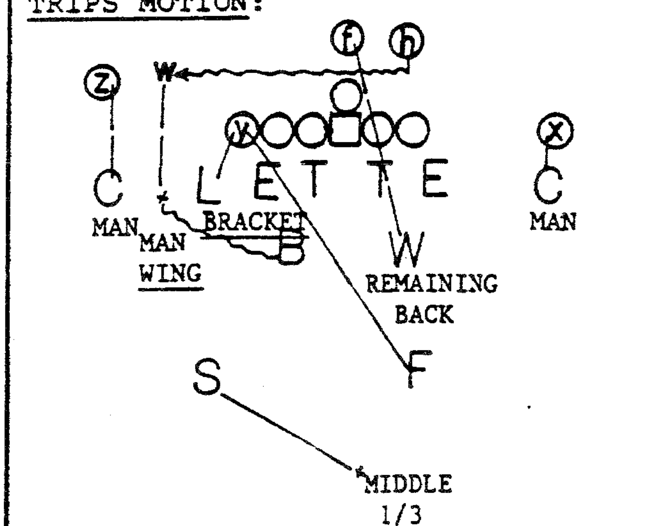
RED/TX:



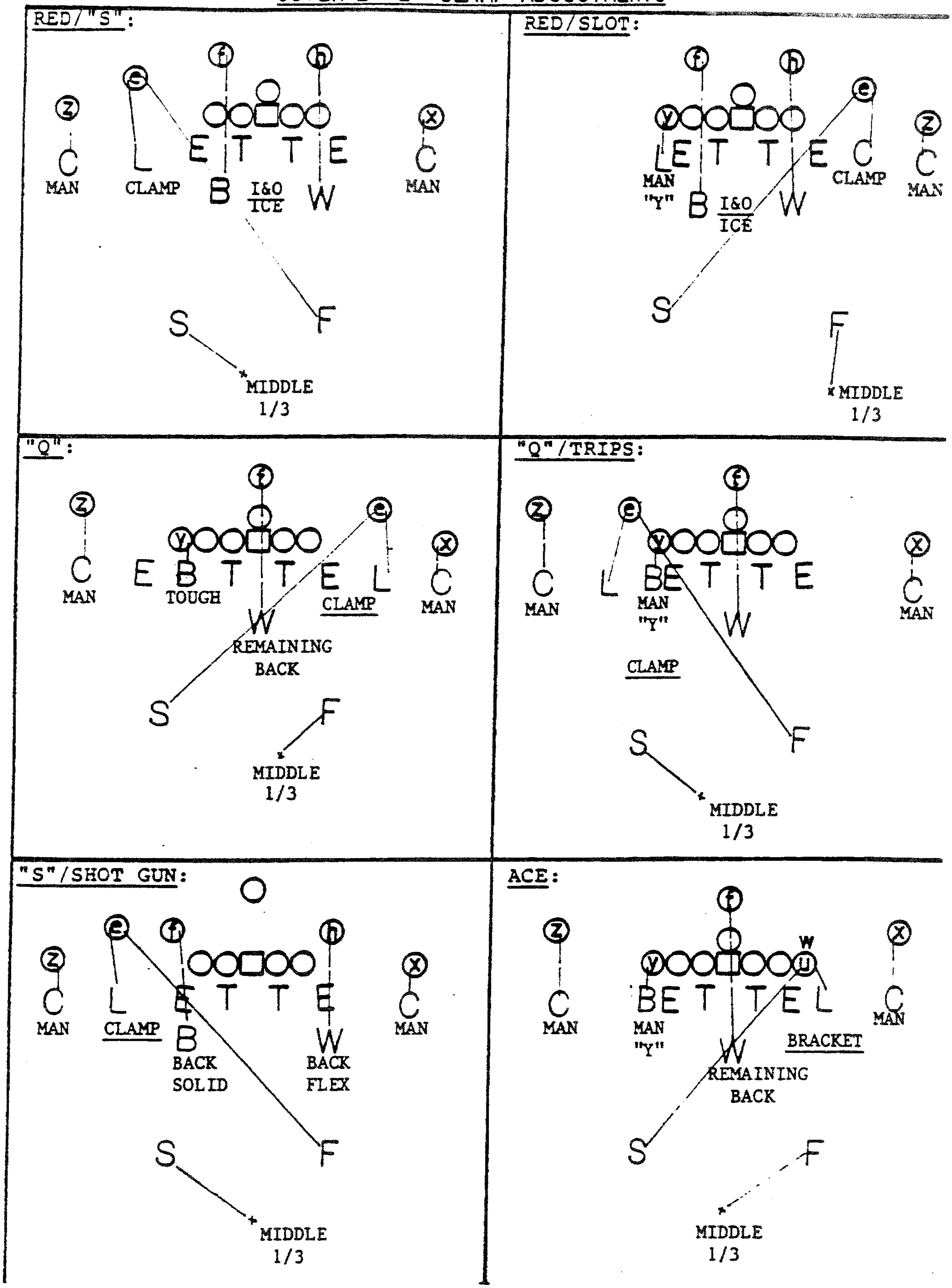
DOUBLE WING MOTION:



TRIPS MOTION:

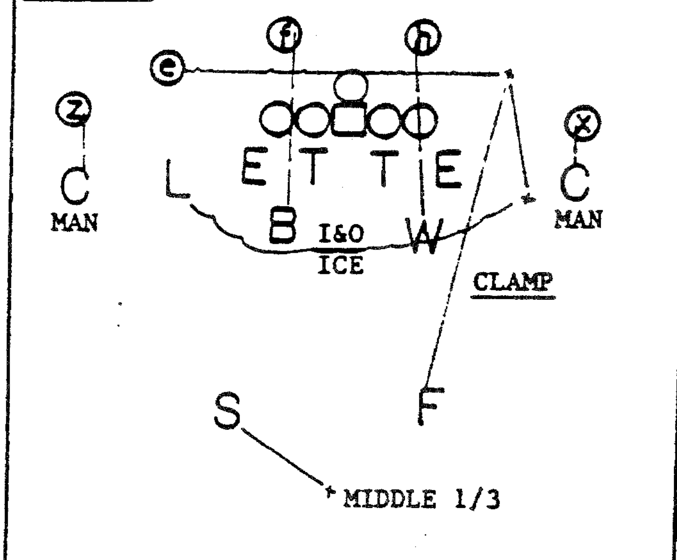


COVER 2 "E" CLAMP ADJUSTMENTS

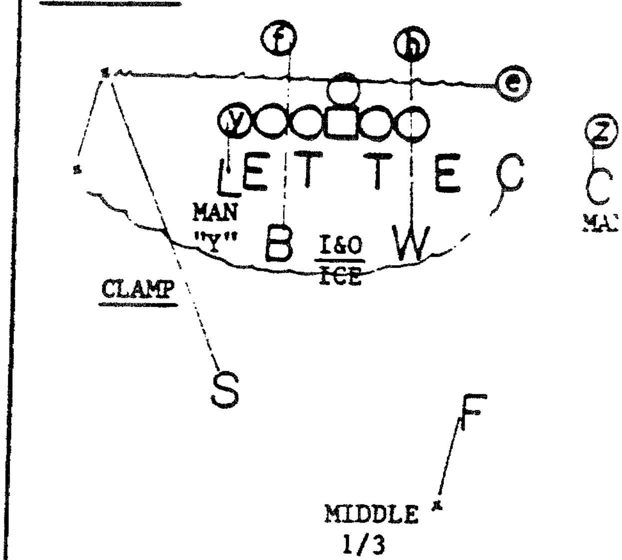


COVER 2 "E" CLAMP ADJUSTMENTS

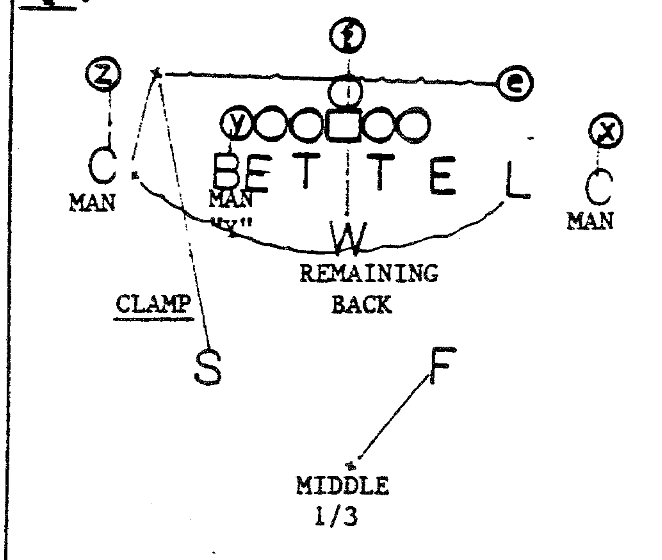
RED/"S":



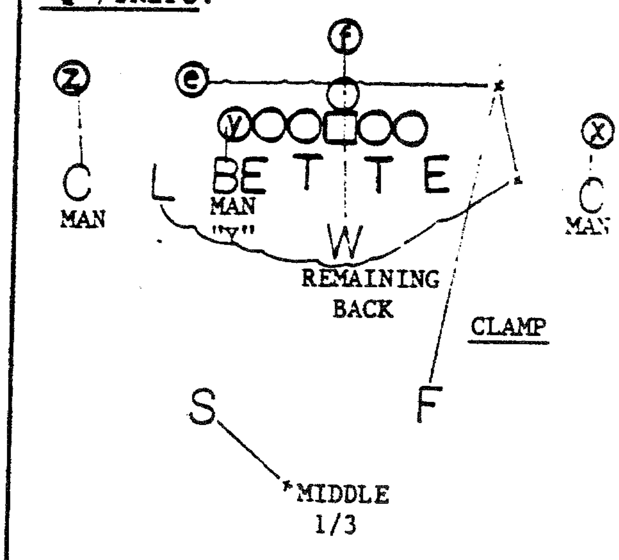
RED/SLOT:



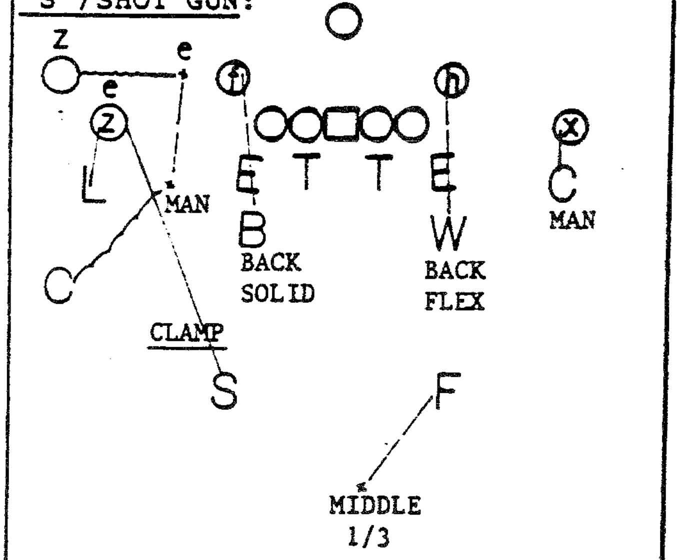
"Q":



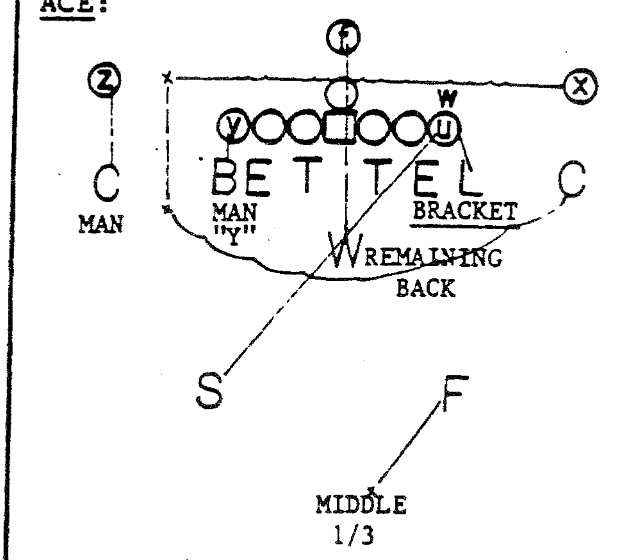
"Q"/TRIPS:



"S"/SHOT GUN:

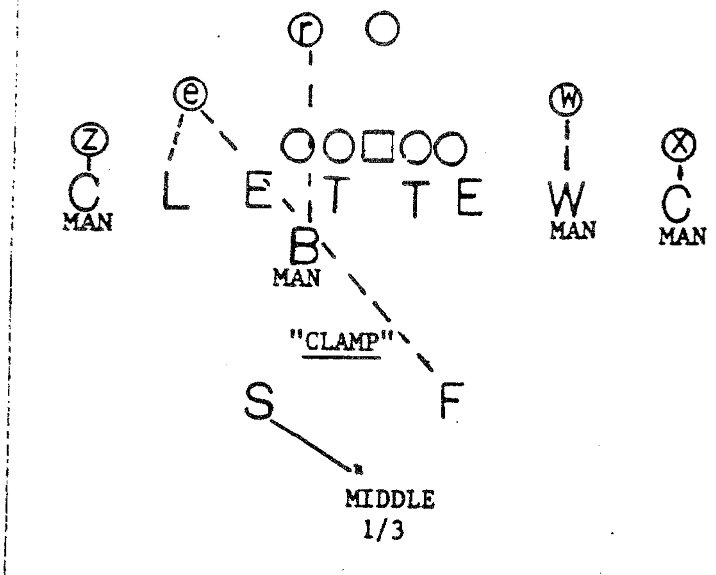


ACE:

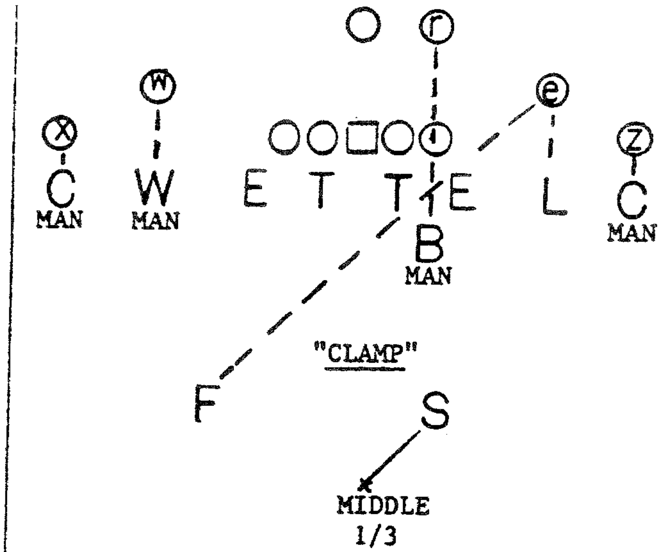


NICKEL 2 "E" CLAMP (ELMER)

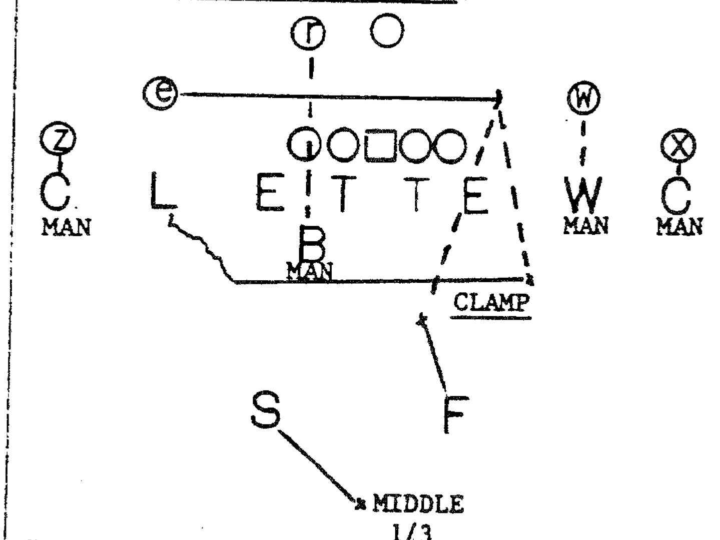
4/WIDES:



4/WIDES:

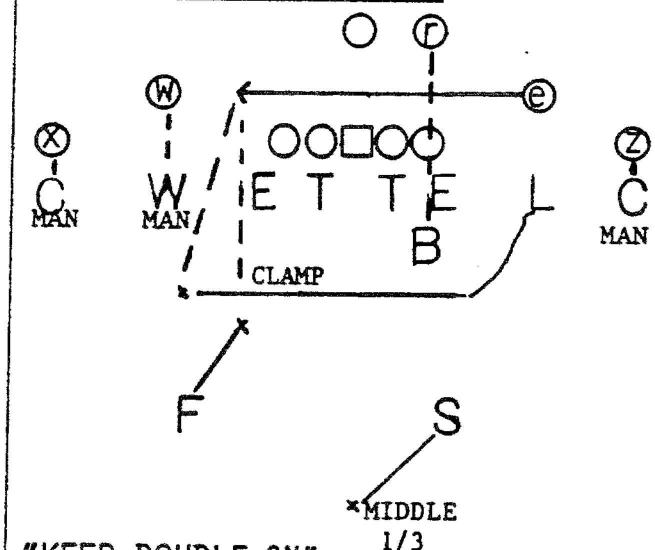


4/WIDES MOTION TO TRIPS:



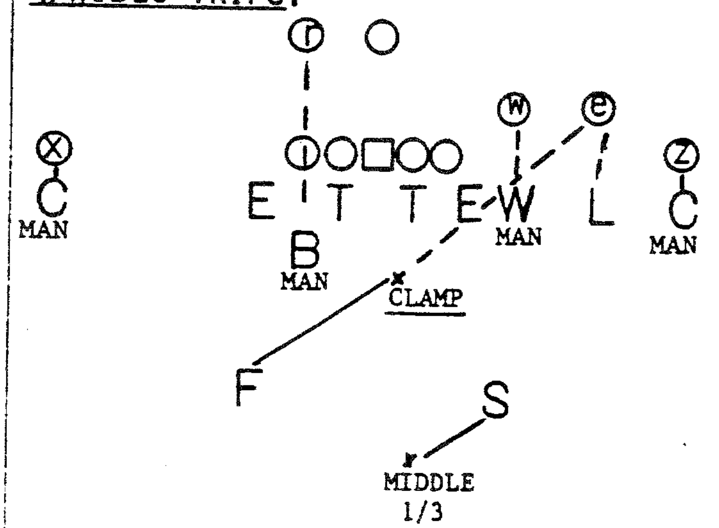
"KEEP DOUBLE ON"

4/WIDES MOTION TO TRIPS:

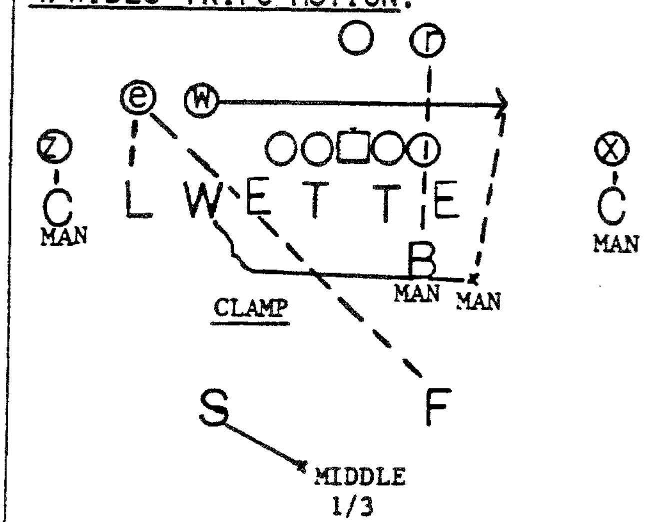


"KEEP DOUBLE ON"

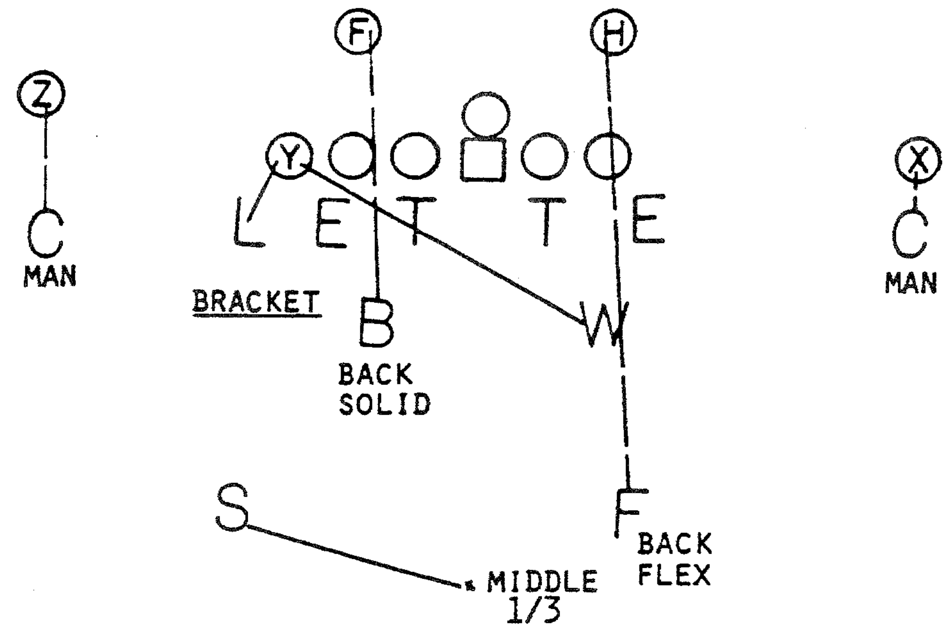
4/WIDES TRIPS:



4/WIDES TRIPS MOTION:



NICKEL COVER 2/WILCO



BUCK: TWO/BACKS: MAN BACK/SOLID; ONE/BACK: MAN "Y".

LURK: DOUBLE WITH WHIP EXCEPT VERSUS TRUE/SLOT TOUGH "Y".

WHIP: DOUBLE WITH LURK EXCEPT VERSUS TRUE/SLOT DOUBLE WITH WEAK/ CORNER.

STRONG CORNER: MAN

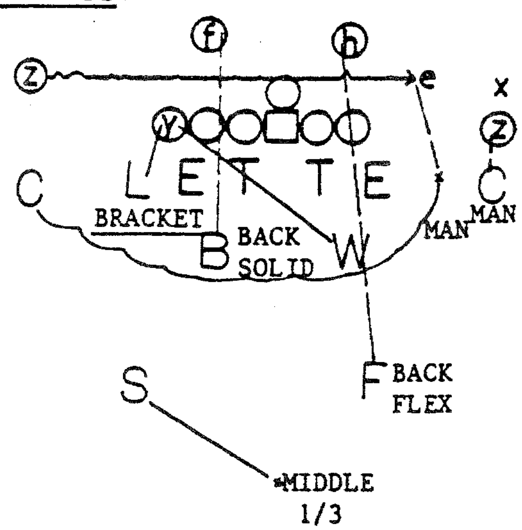
STRONG SAFETY: MIDDLE 1/3

FREE SAFETY: TAKE WHIP'S COVERAGE; BACK/FLEX OR REMAINING/BACK VERSUS ONE/BACK/SETS.

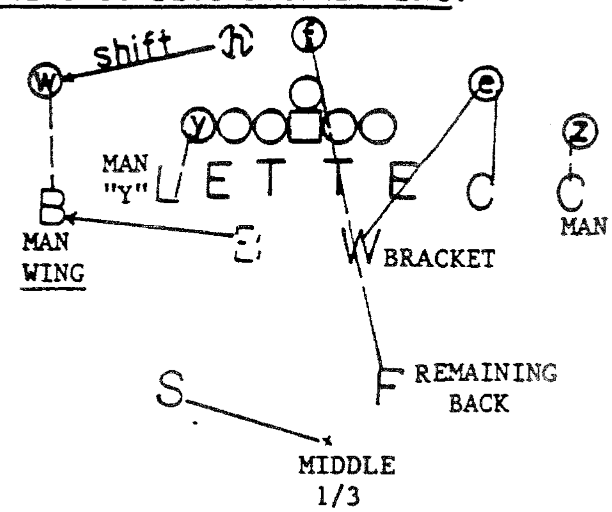
WEAK CORNER: MAN EXCEPT VERSUS TRUE/SLOT DOUBLE WITH WHIP.

COVER 2/WILCO ADJUSTMENTS

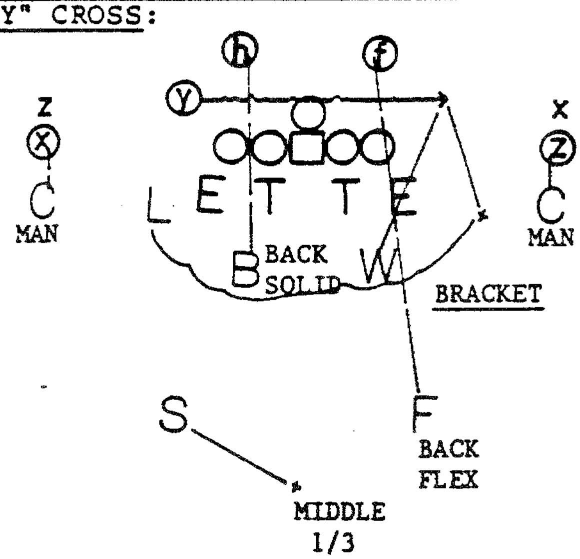
"Z" CROSS:



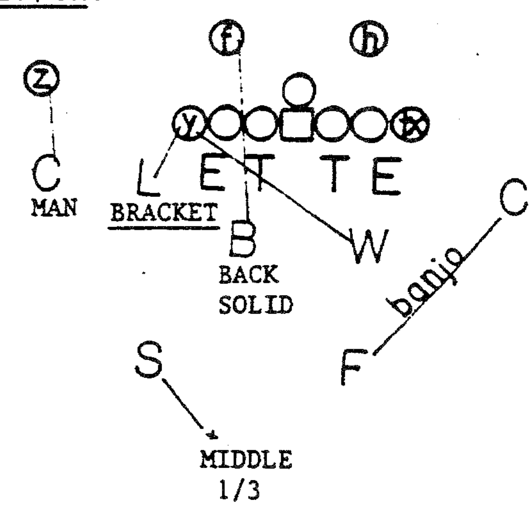
SHIFT TO SLOT DOUBLE WING:



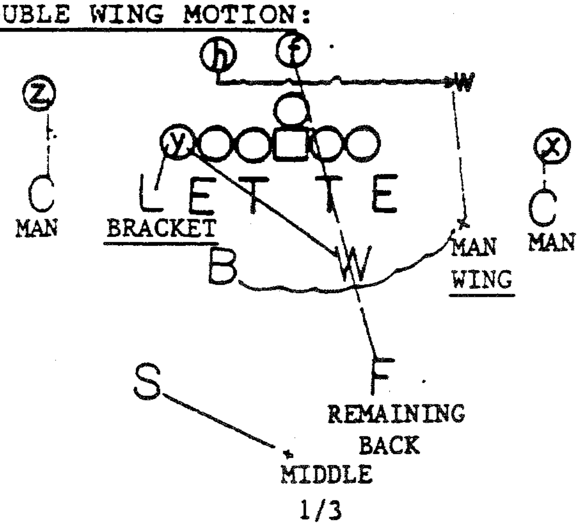
"Y" CROSS:



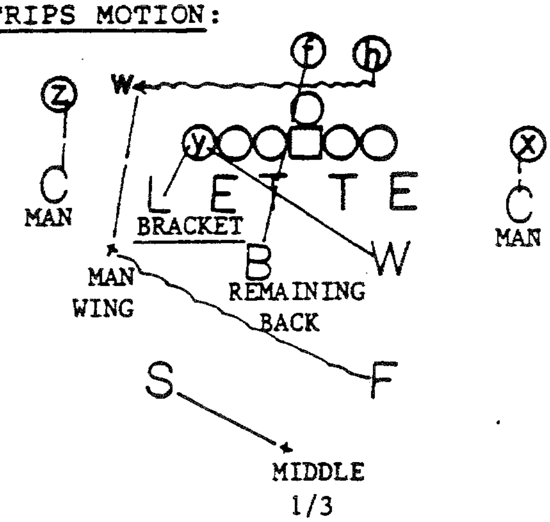
RED/TX:



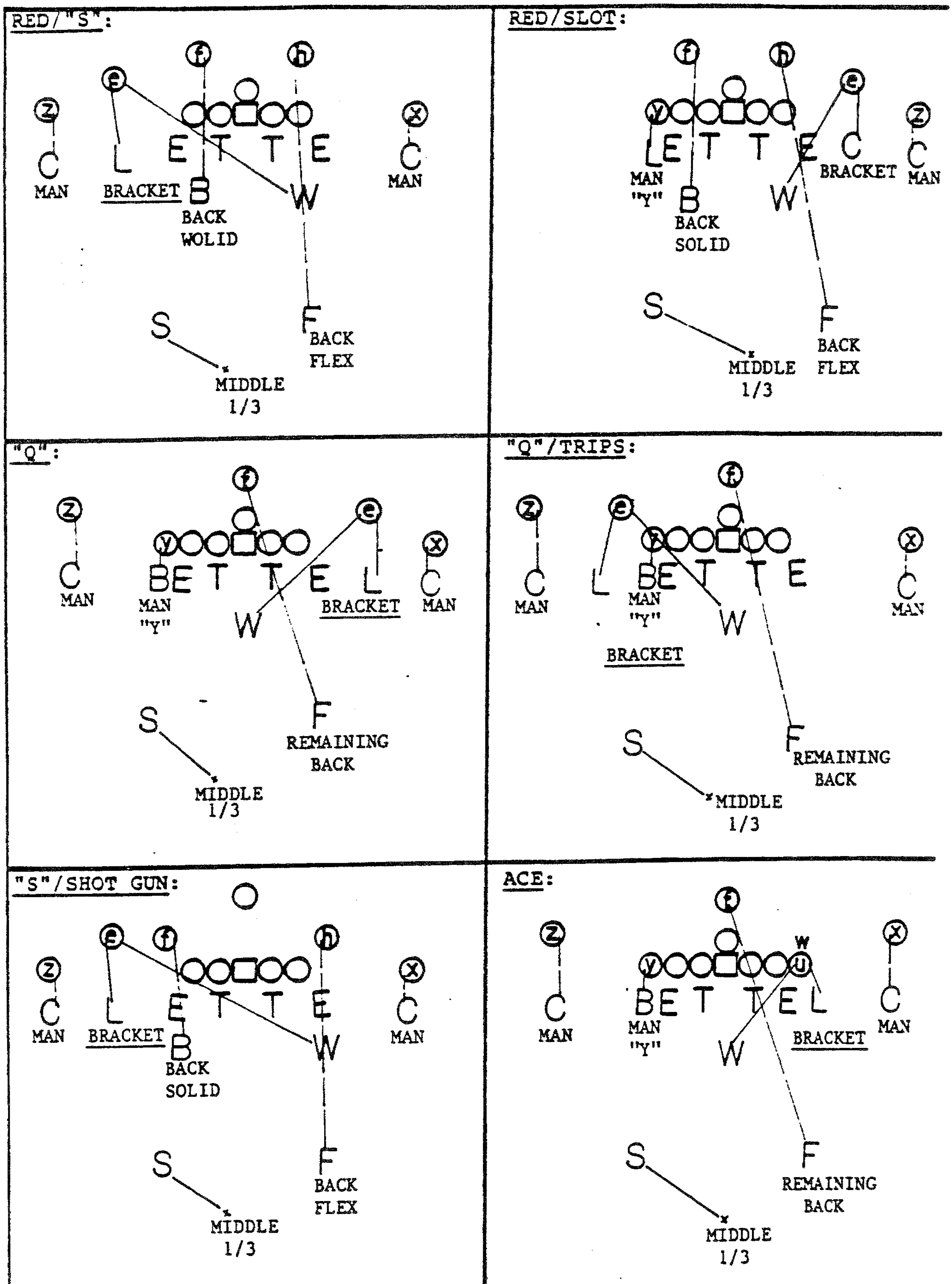
DOUBLE WING MOTION:



TRIPS MOTION:

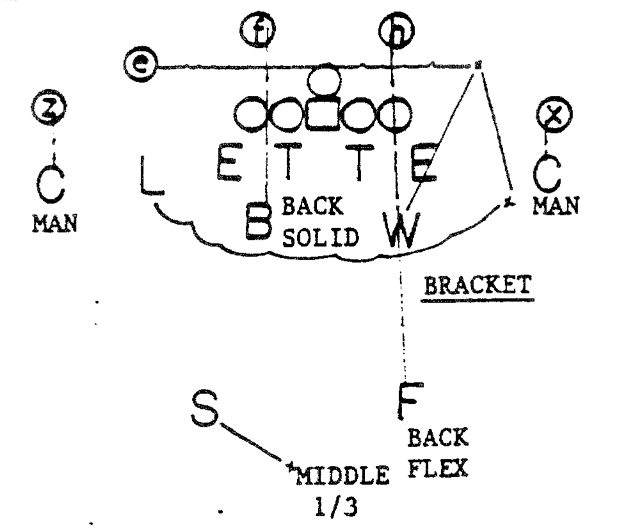


COVER 2/WILCO ADJUSTMENTS

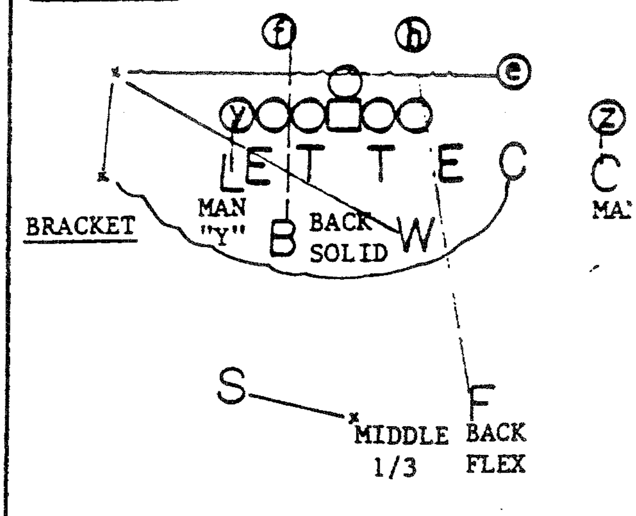


COVER 2/WILCO ADJUSTMENTS

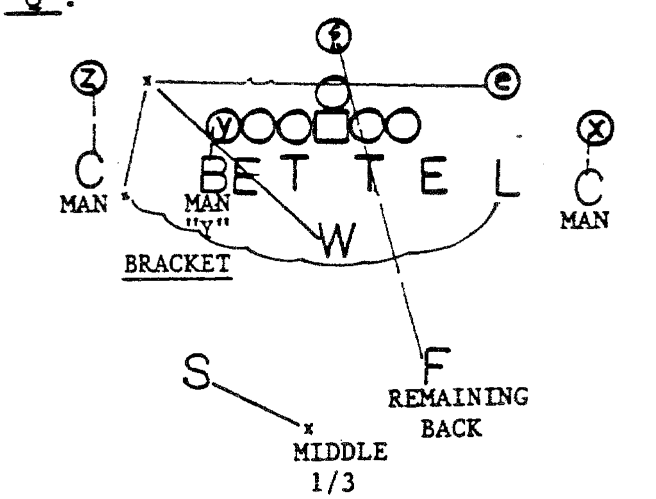
RED/"S":



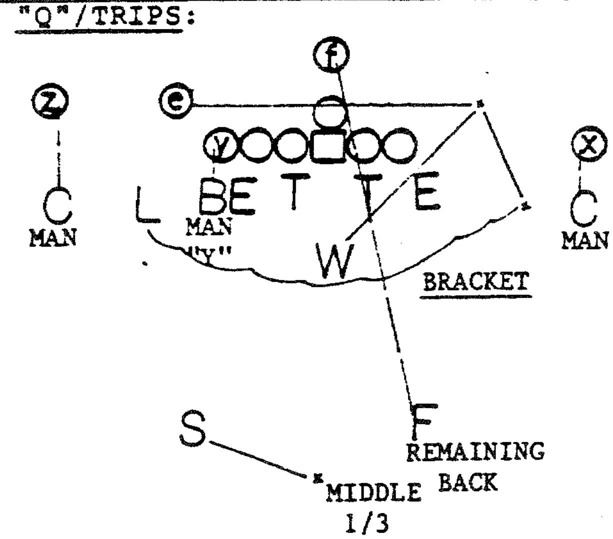
RED/SLOT:



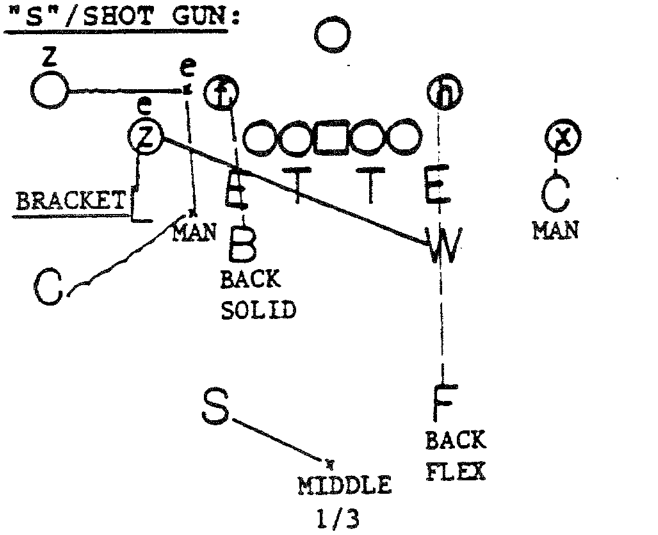
"Q":



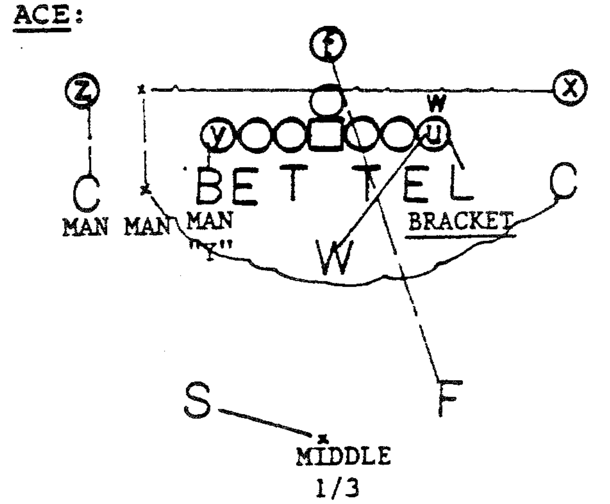
"Q"/TRIPS:



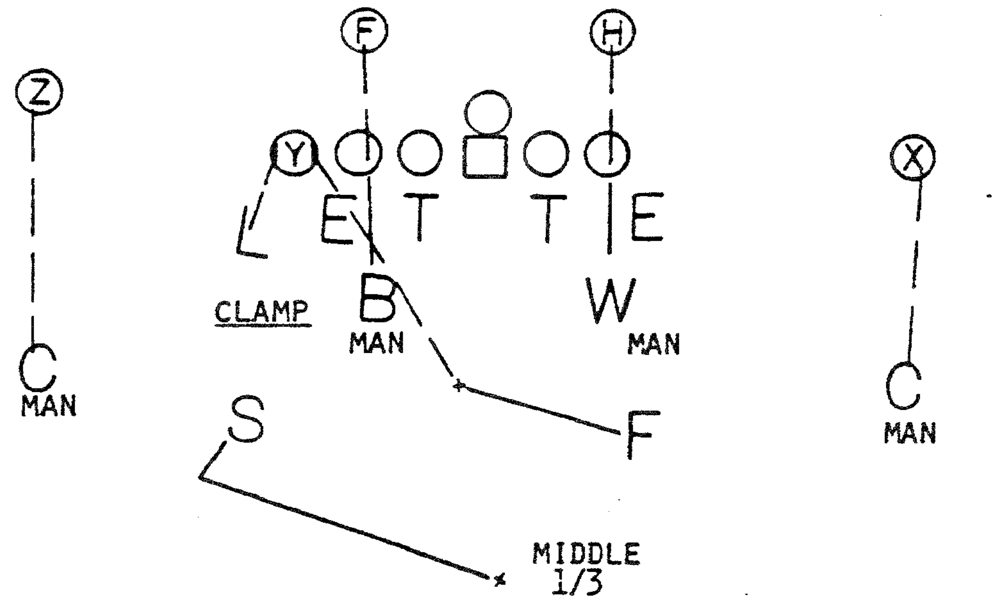
"S"/SHOT GUN:



ACE:



NICKEL 2 SOLID



BUCK: VERSUS TWO-BACK-SETS, MAN THE BACK SET SOLID; VERSUS ONE-BACK-SETS, CLAMP "Y" WITH THE FREE SAFETY.

LURK: VERSUS TWO-BACK-SETS CLAMP "Y" OR MAN IN "Y" POSITION WITH FREE SAFETY; VERSUS ONE-BACK-SETS, MAN COVER YOUR RECEIVER.

WHIP: MAN COVER BACK SET FLEX VERSUS TWO-BACK SETS AND REMAINING BACK VERSUS ONE-BACK-SETS.

STRONG CORNER: MAN COVER.

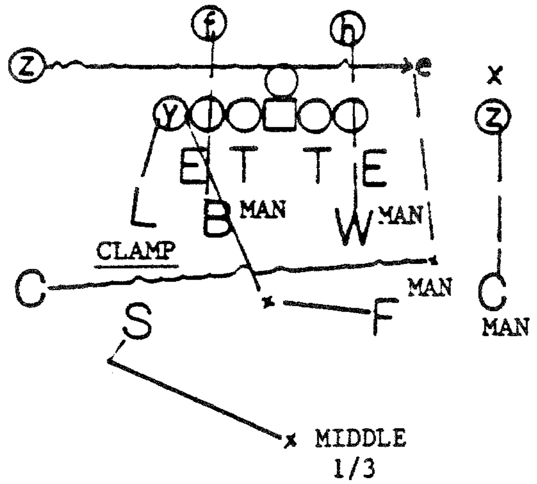
STRONG SAFETY: DEFEND MIDDLE 1/3.

FREE SAFETY: CLAMP "Y" WITH LURK OR BUCK; IF NO "Y" CLAMP NUMBER TWO SOLID WITH LURK; IF "CLAMP" MAN SHIFTS OR GOES IN MOTION, LURK.

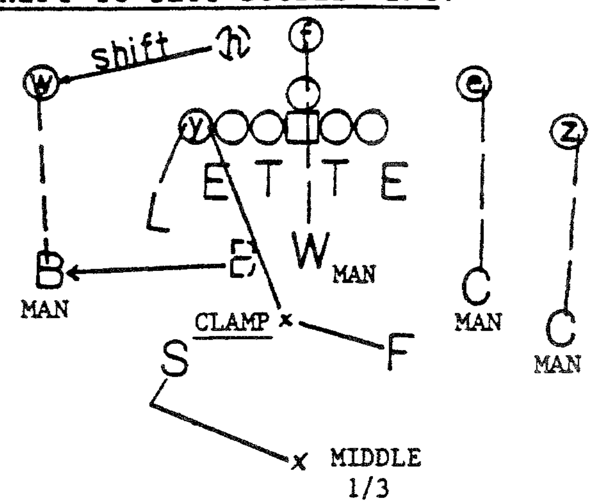
WEAK CORNER: MAN COVER.

NICKEL 2 SOLID ADJUSTMENTS

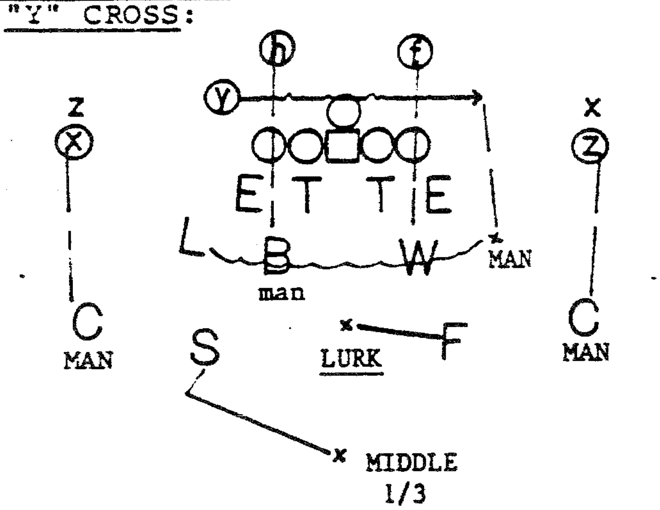
"Z" CROSS:



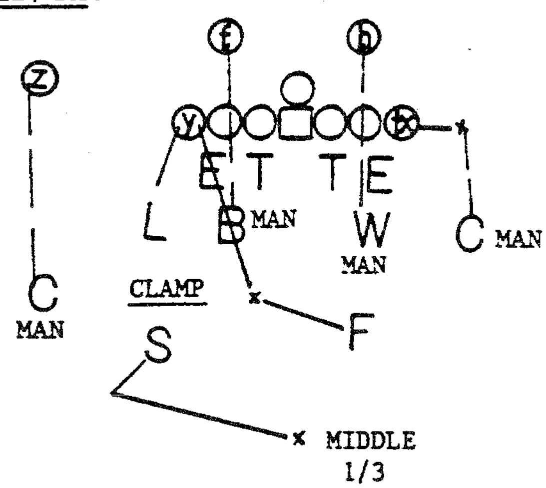
SHIFT TO SLOT DOUBLE WING:



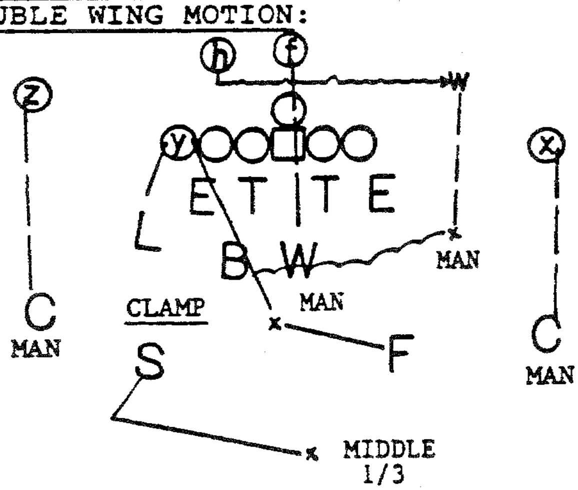
"Y" CROSS:



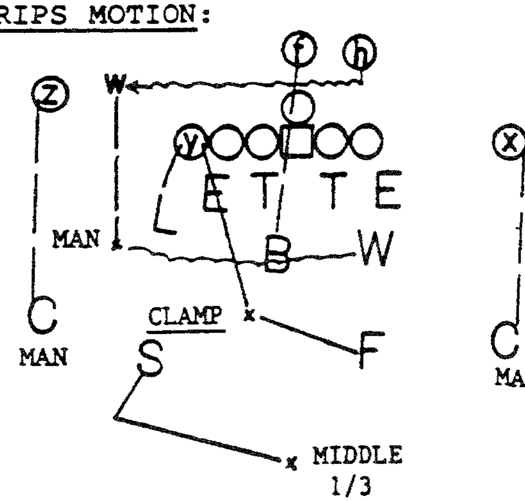
RED/TX:



DOUBLE WING MOTION:

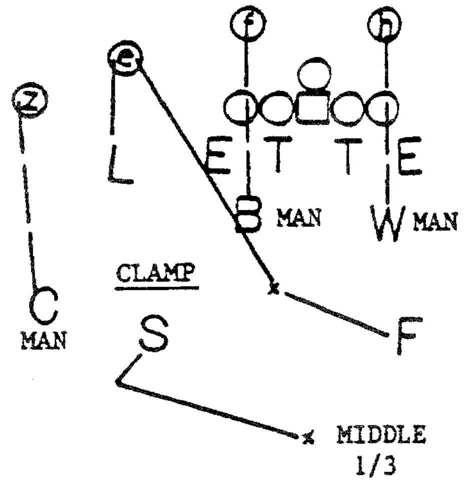


TRIPS MOTION:

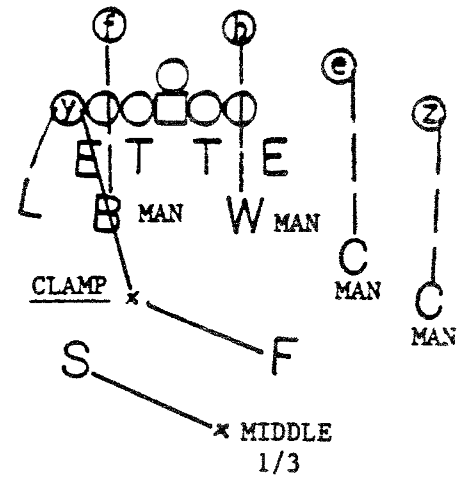


NICKEL 2 SOLID ADJUSTMENTS

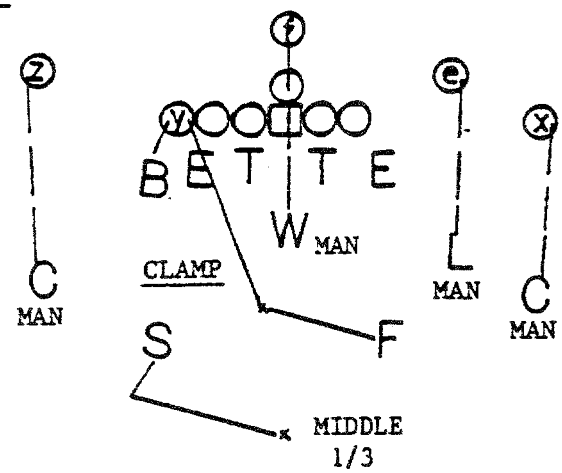
RED/"S":



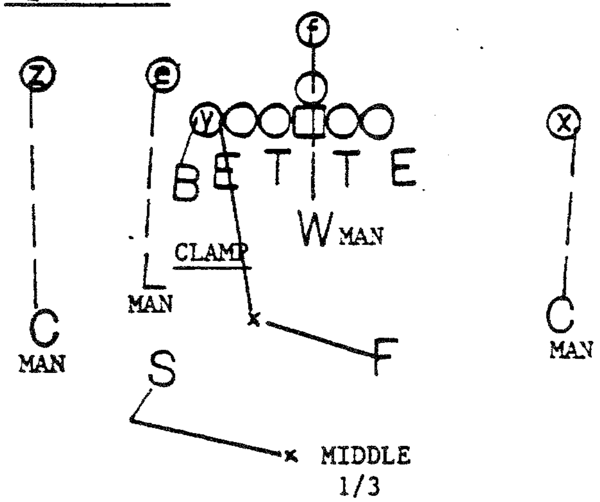
RED/SLOT:



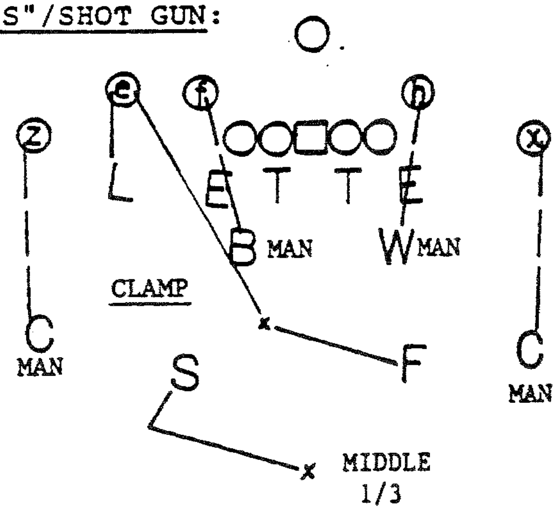
"Q":



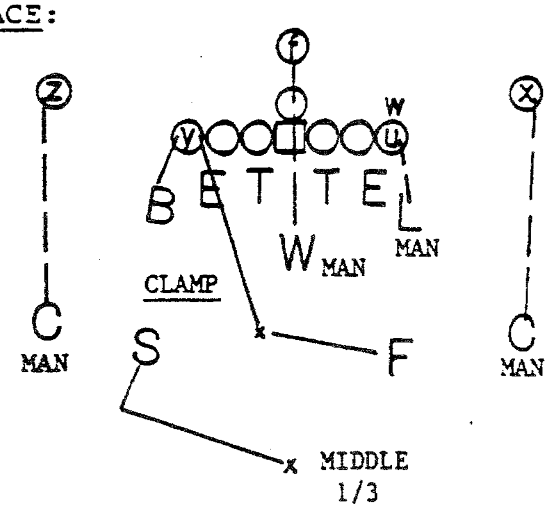
"Q"/TRIPS:



"S"/SHOT GUN:

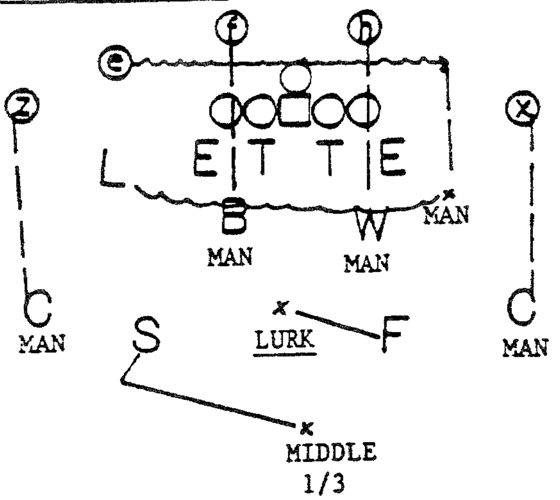


ACE:

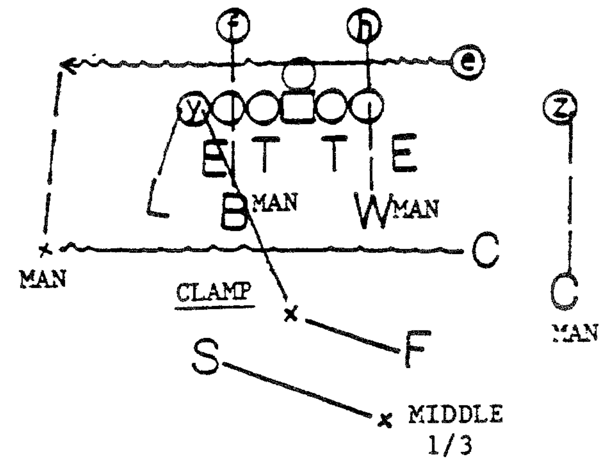


NICKEL 2 SOLID ADJUSTMENTS

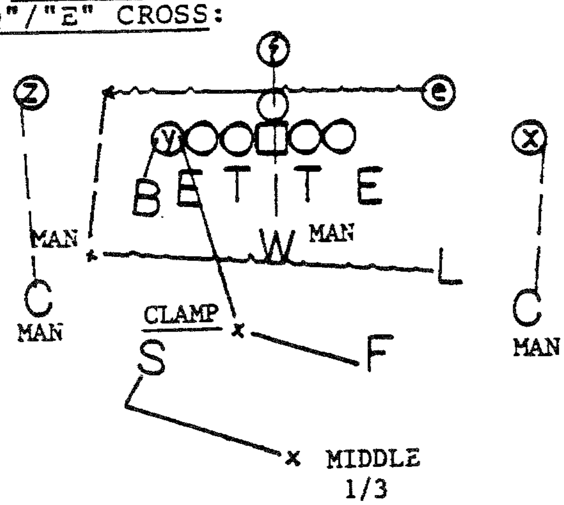
"S"/"E" CROSS:



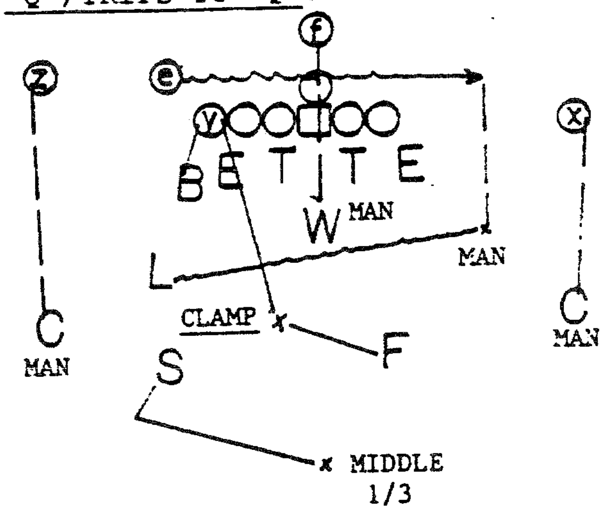
SLOT CROSS:



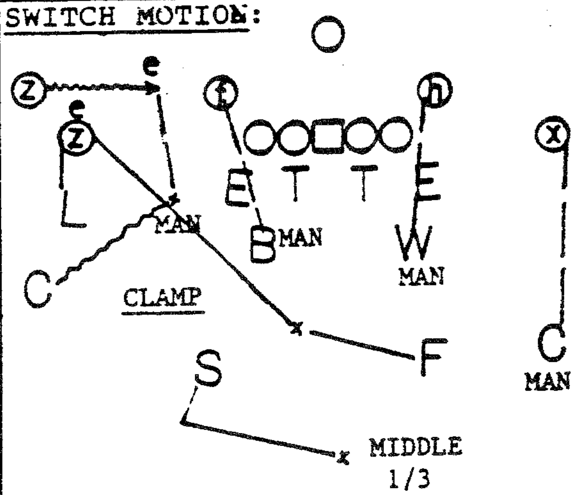
"Q"/"E" CROSS:



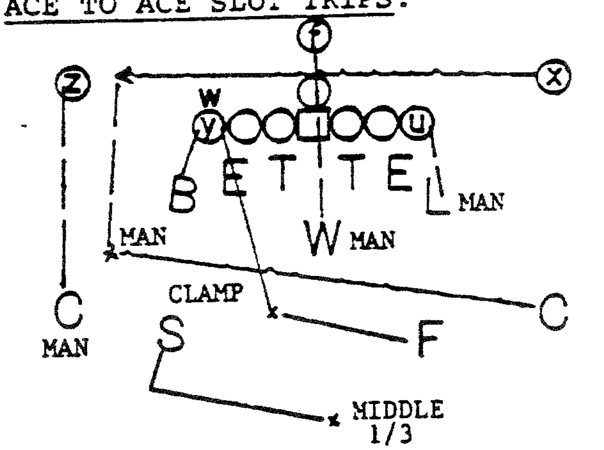
"Q"/TRIPS TO "Q":



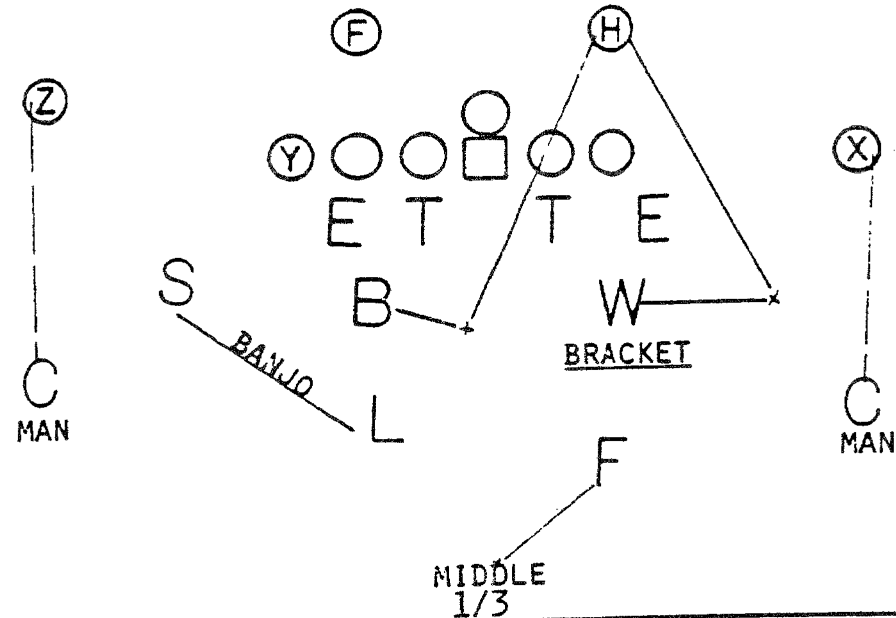
SWITCH MOTION:



ACE TO ACE SLOT TRIPS:



NICKEL COVER 2/BLOW



BUCK: DOUBLE WHIP'S MAN.

LURK: MAN COVER (COVER 2); ALERT BANJO SITUATIONS.

WHIP: DOUBLE/MAN COVERAGE WITH BUCK.

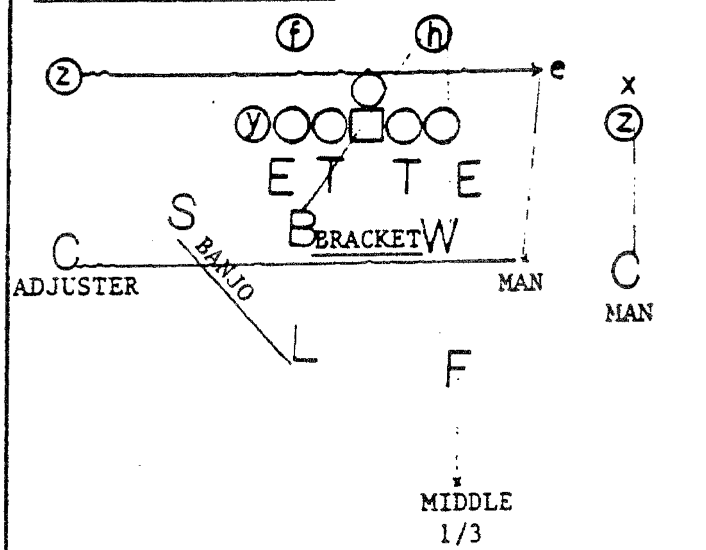
STRONG CORNER: MAN

STRONG SAFETY: MAN BUCK'S COVERAGE.

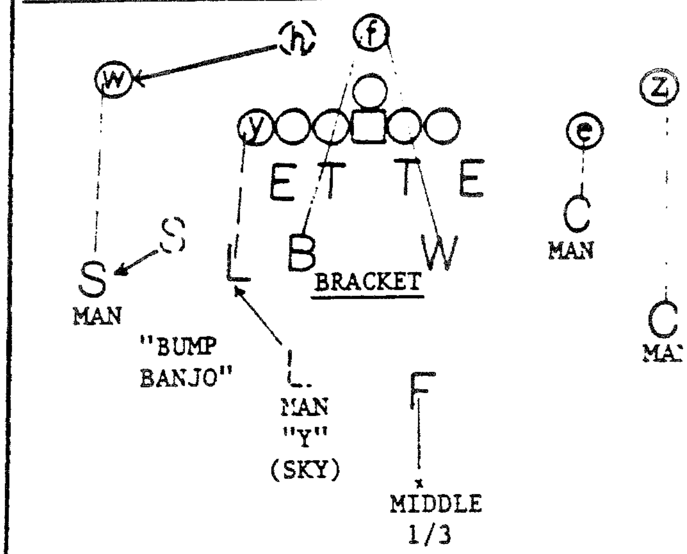
FREE SAFETY: DEFEND MIDDLE 1/3.

WEAK CORNER: MAN

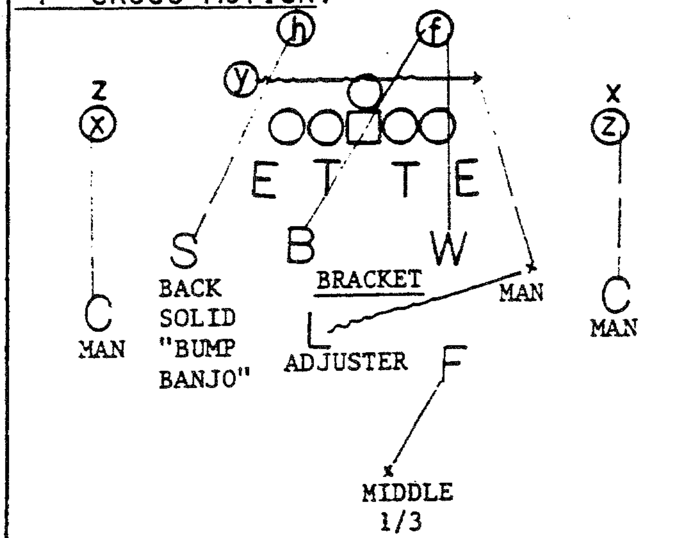
"Z" CROSS MOTION:



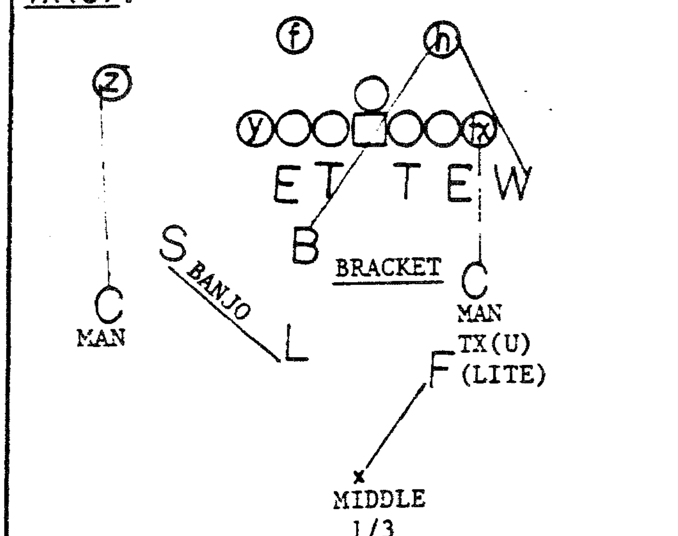
SLOT DOUBLE WING SHIFT:



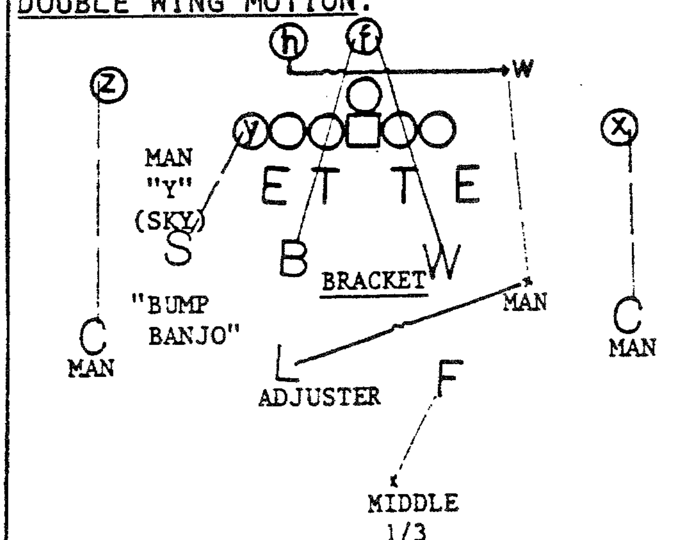
"Y" CROSS MOTION:



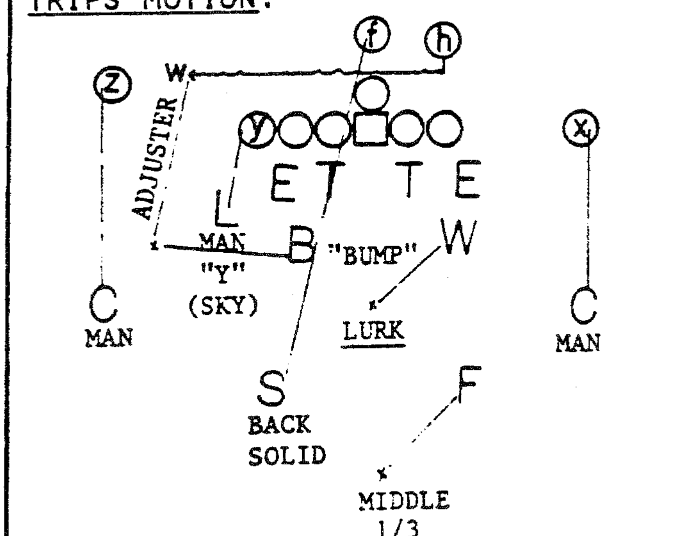
TX(U):



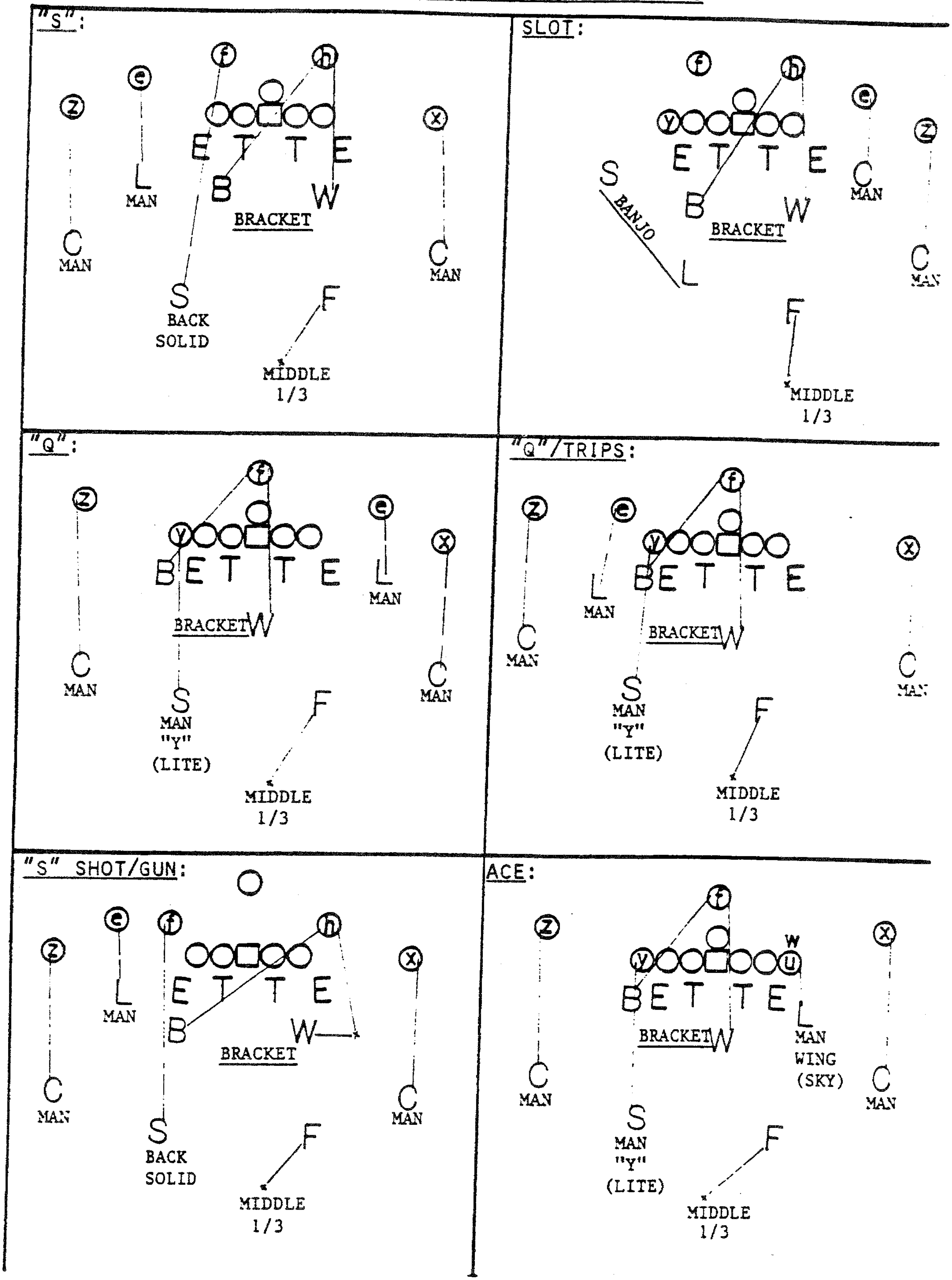
DOUBLE WING MOTION:



TRIPS MOTION:

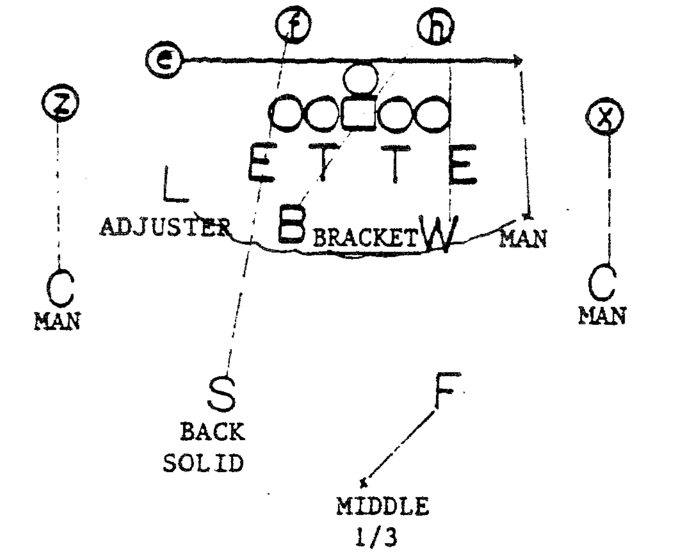


NICKEL COVER 2/BLOW ADJUSTMENTS

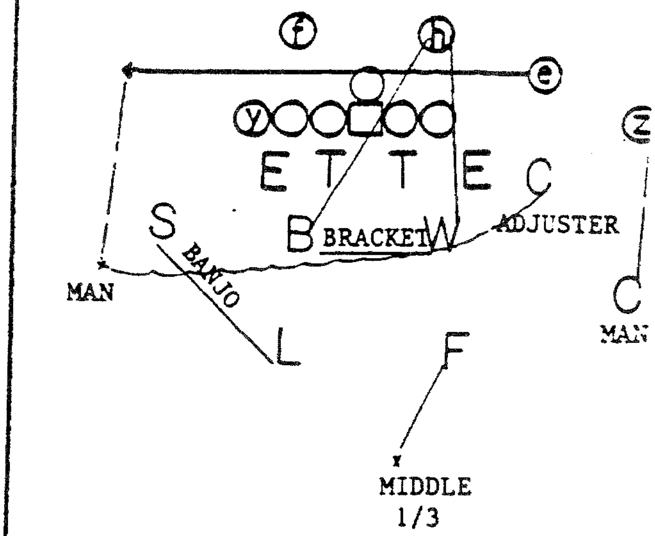


NICKEL COVER 2/BLOW ADJUSTMENTS

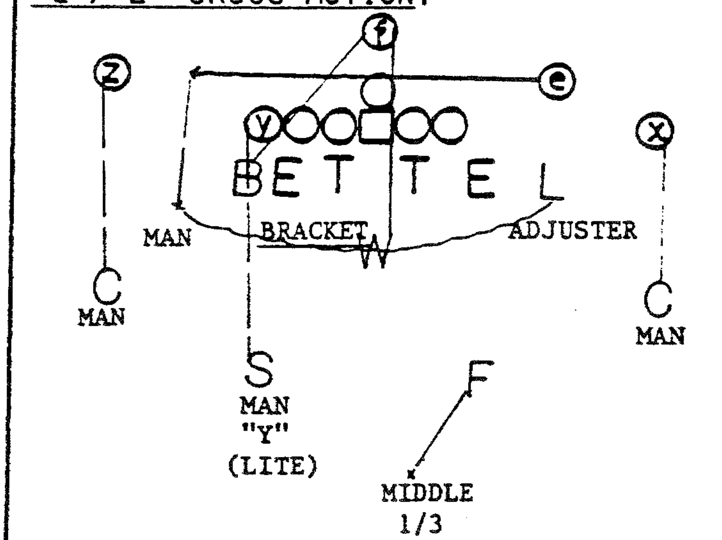
"S"/"E" CROSS MOTION:



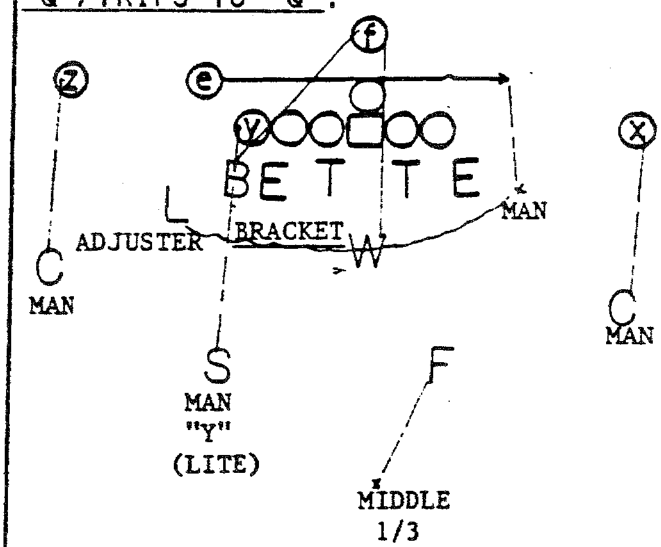
SLOT CROSS MOTION:



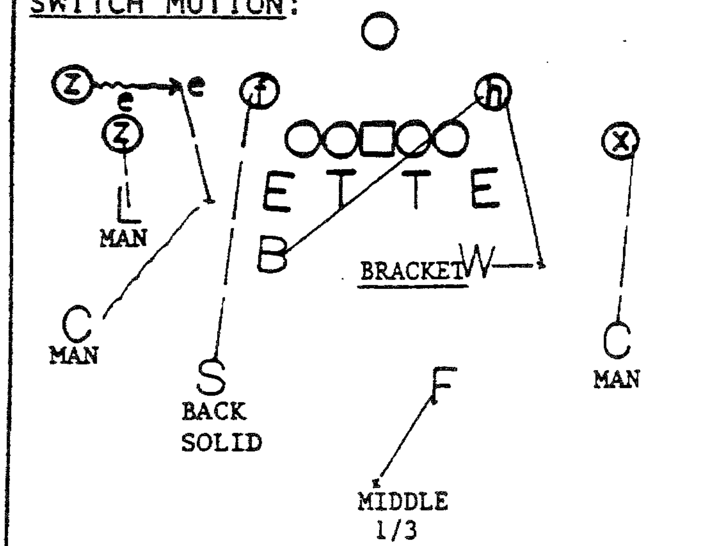
"Q"/"E" CROSS MOTION:



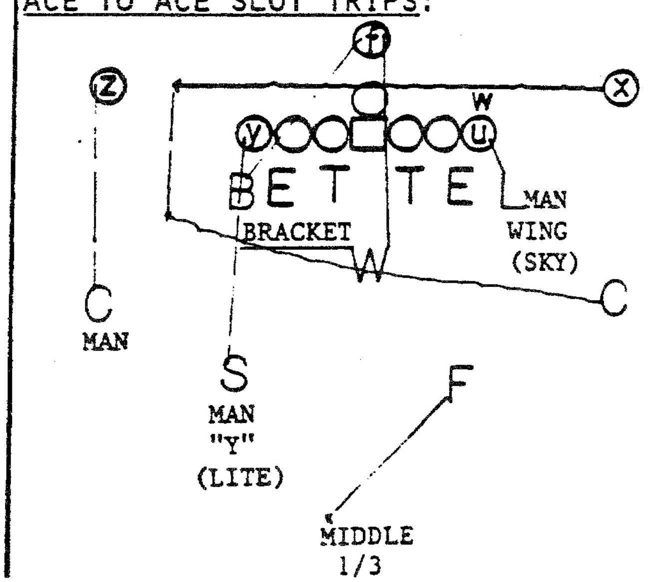
"Q"/TRIPS TO "Q":



SWITCH MOTION:

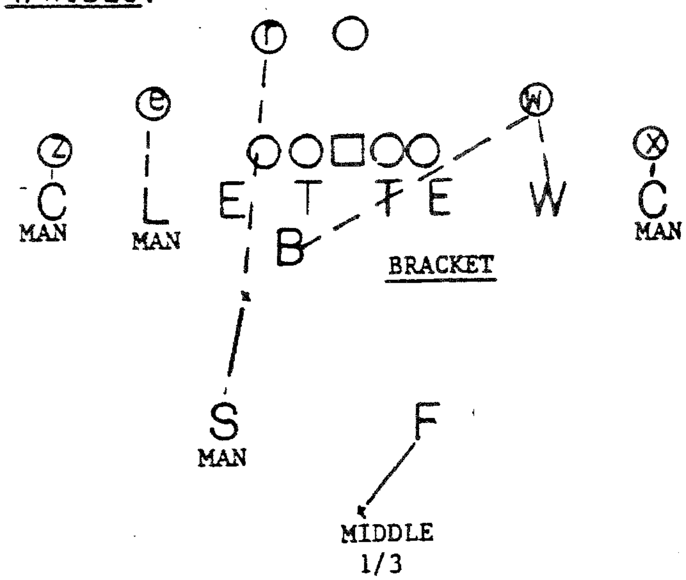


ACE TO ACE SLOT TRIPS:

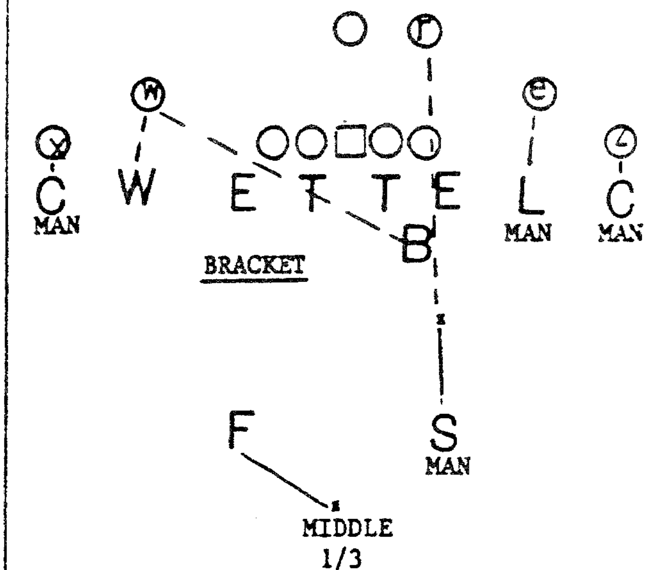


NICKEL COVER 2/BLOW ADJUSTMENTS

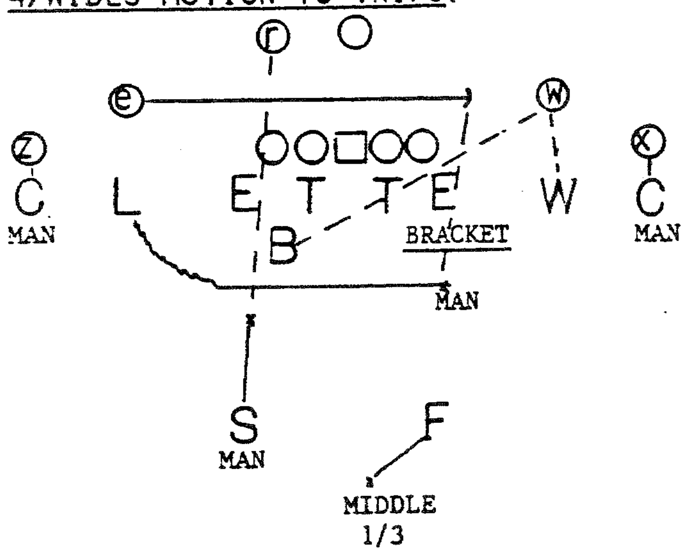
4/WIDES:



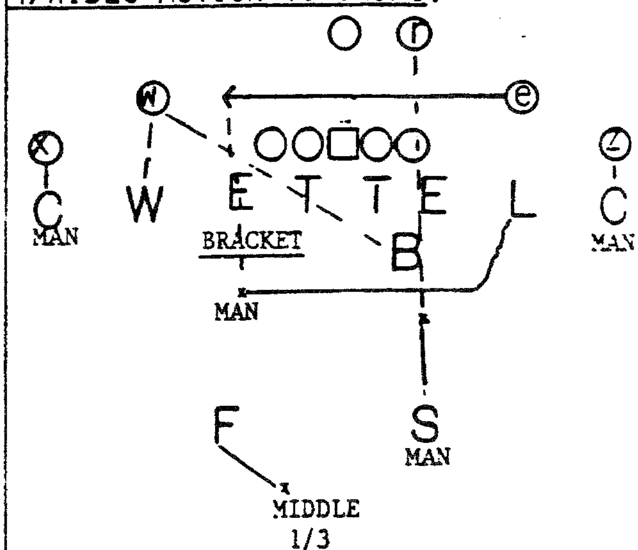
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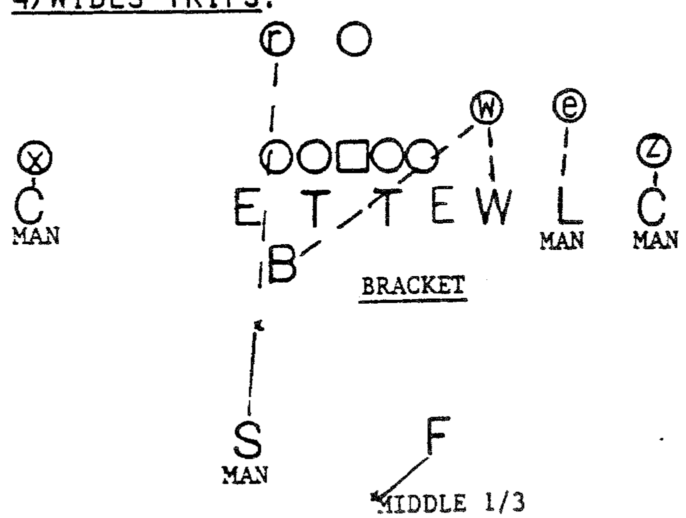
4/WIDES MOTION TO TRIPS:



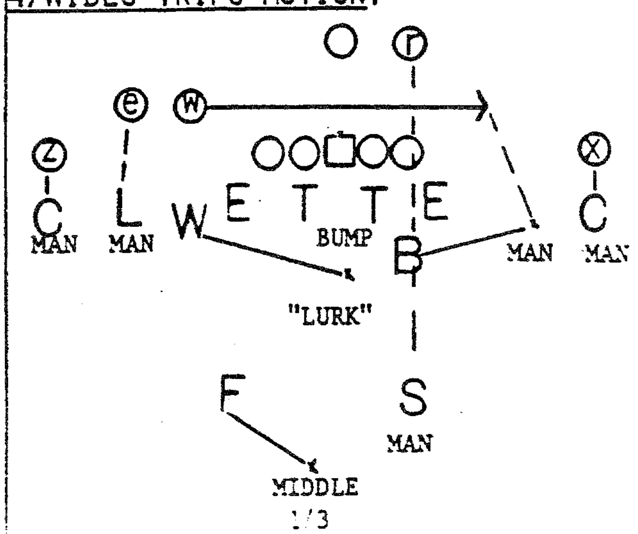
4/WIDES MOTION TO TRIPS:



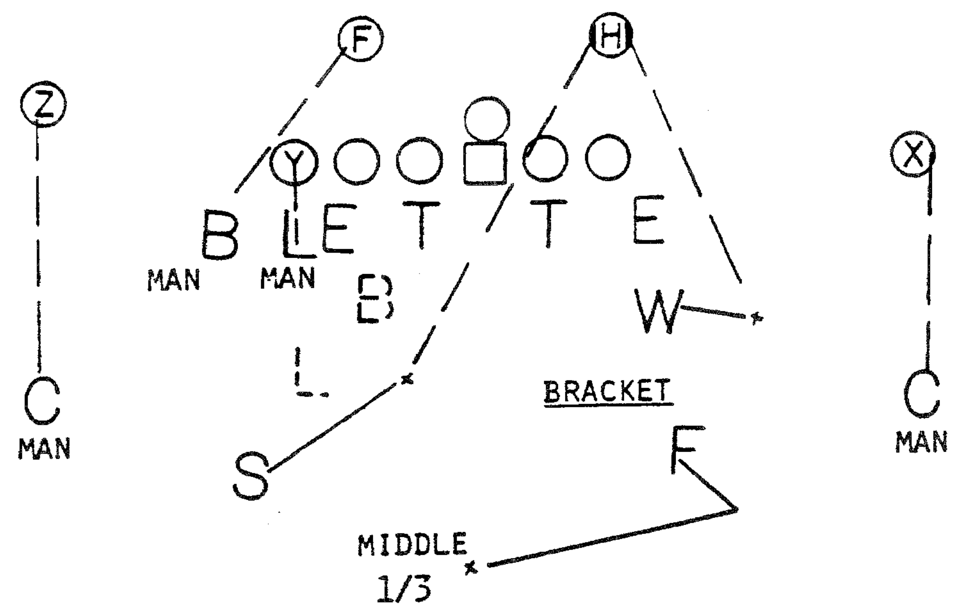
4/WIDES TRIPS:



4/WIDES TRIPS MOTION:



NICKEL 2 FLEX



BUCK: TWO-BACK-SETS, MAN COVER SOLID BACK; ONE-BACK-SETS, MAN COVER "Y".

LURK: TWO-BACK-SETS, MAN COVER "Y"; ONE-BACK-SETS, ADJUST; VERSUS NUMBER TWO FLEX, BRACKET WITH STRONG SAFETY.

WHIP: VERSUS TWO-BACK-SETS WITH BACK SET FLEX, BRACKET WITH STRONG SAFETY, NO BACK FLEX COVER FULLBACK AND ONE-BACK-SETS MAN COVER REMAINING BACK.

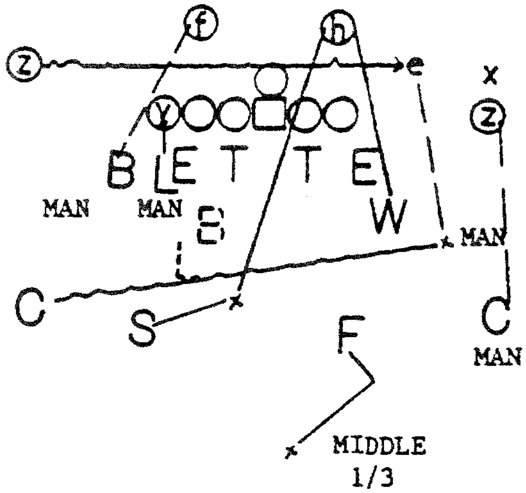
STRONG CORNER: MAN COVER.

STRONG SAFETY: VS. TWO-BACK-SETS WITH BACK SET FLEX, BRACKET WITH WHI[illegible] NO BACK FLEX BUT TWO RECEIVERS FLEX, BRACKET NUMBER TWO WITH LURK; O[illegible] RECEIVER FLEX, LURK; IF "BRACKET" BACK MOTIONS OR SHIFTS, LURK.

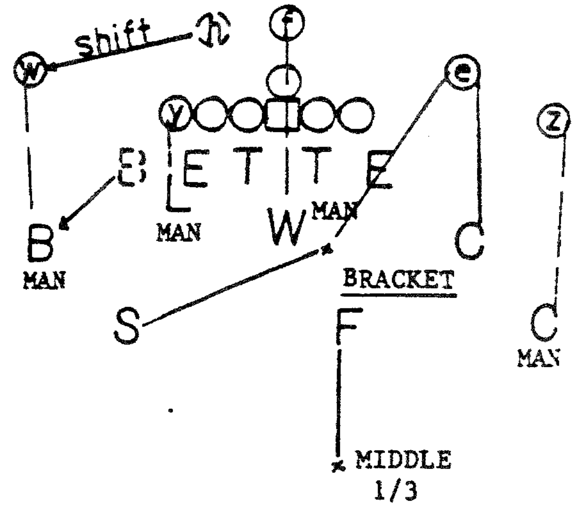
FREE SAFETY: DEFEND MIDDLE 1/3.

WEAK CORNER: MAN COVER.

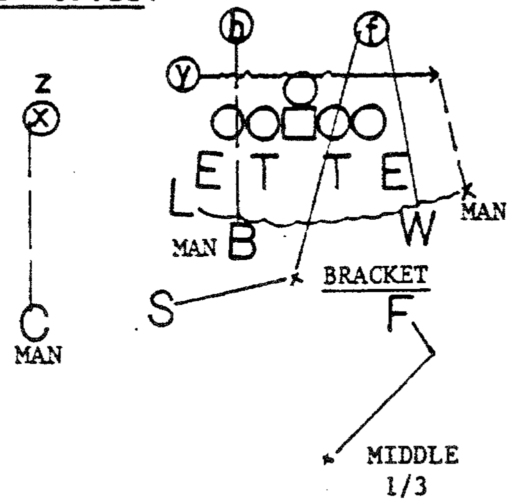
"Z" CROSS:



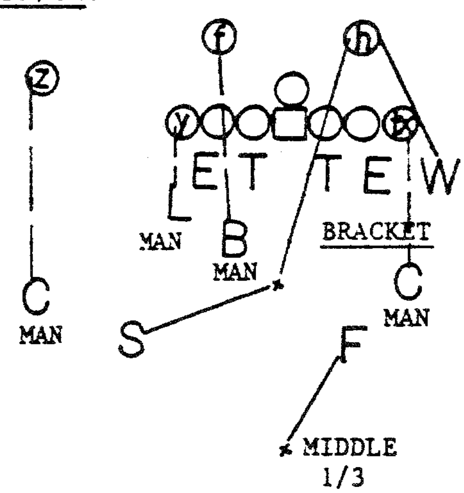
SHIFT TO SLOT DOUBLE WING:



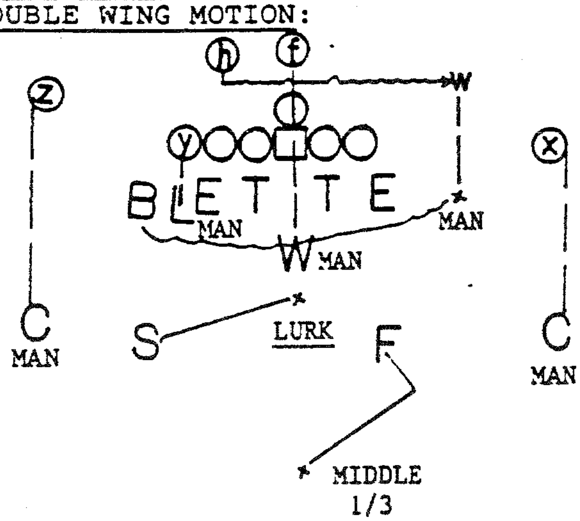
"Y" CROSS:



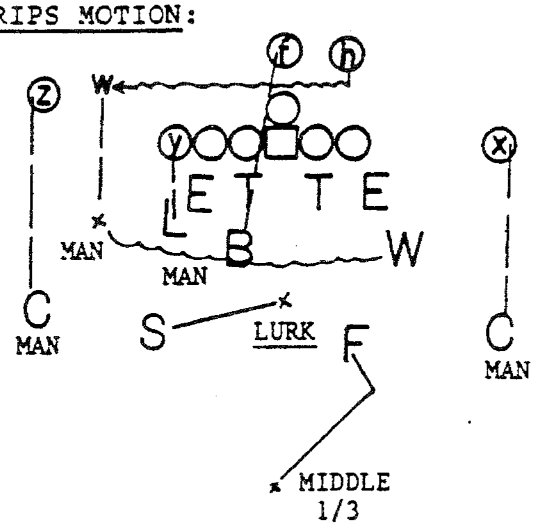
RED/TX:



DOUBLE WING MOTION:

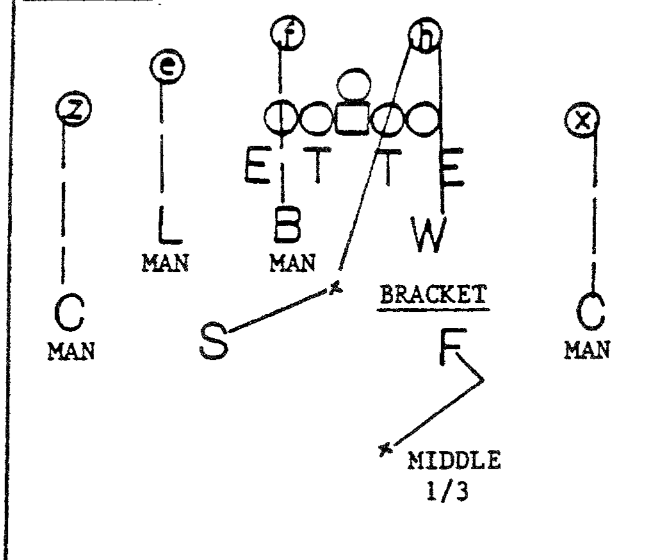


TRIPS MOTION:

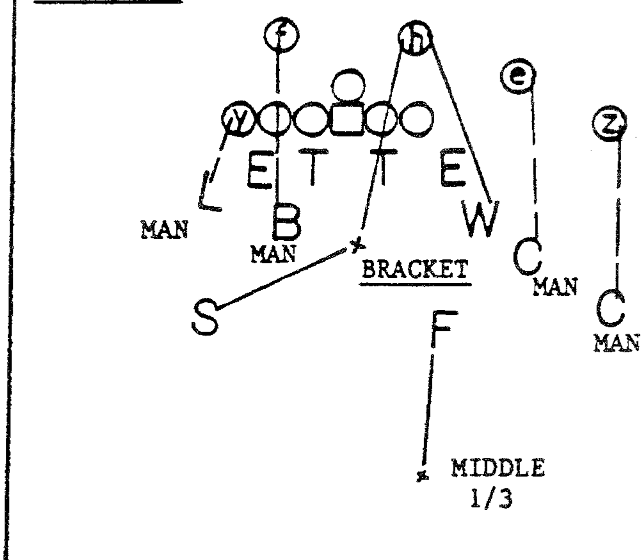


NICKEL 2 FLEX ADJUSTMENTS

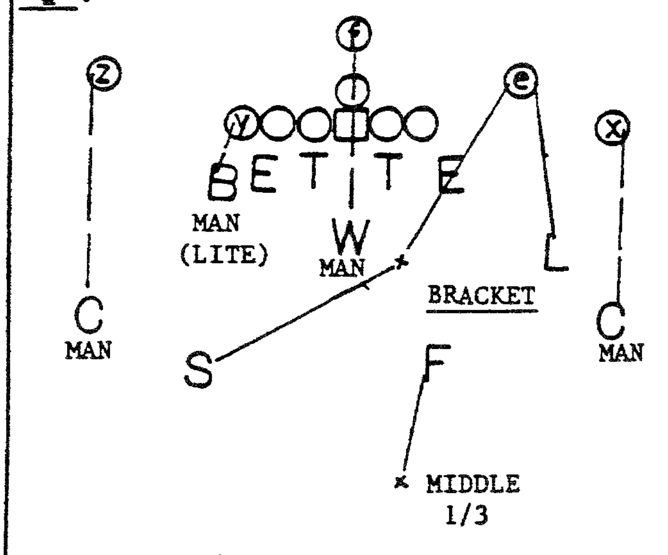
RED/"S":



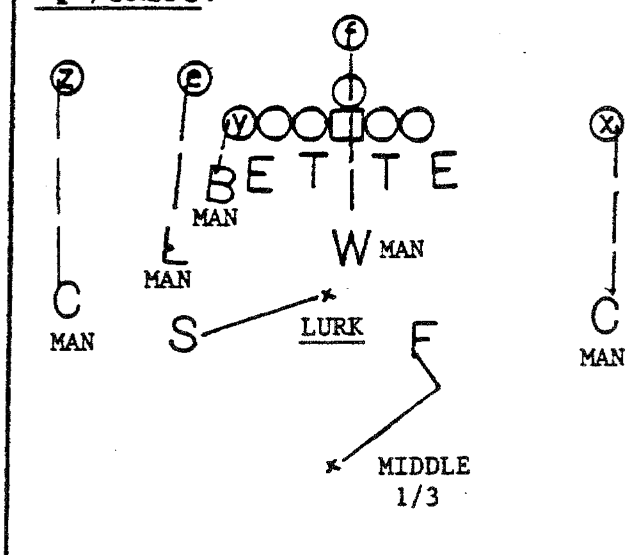
RED/SLOT:



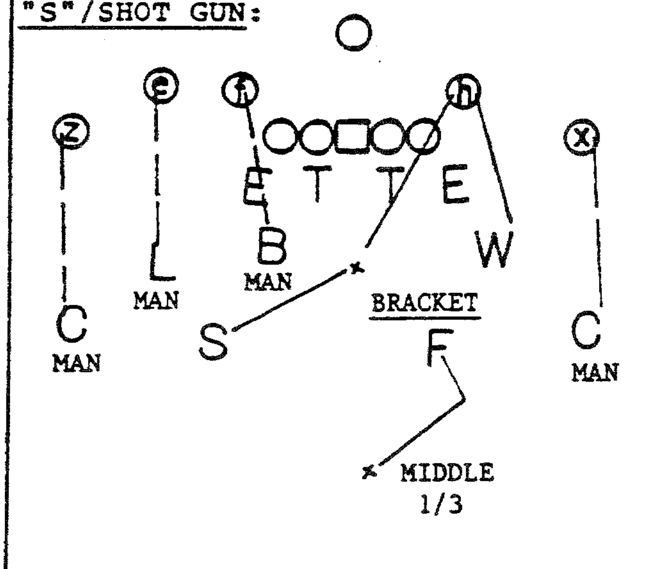
"Q":



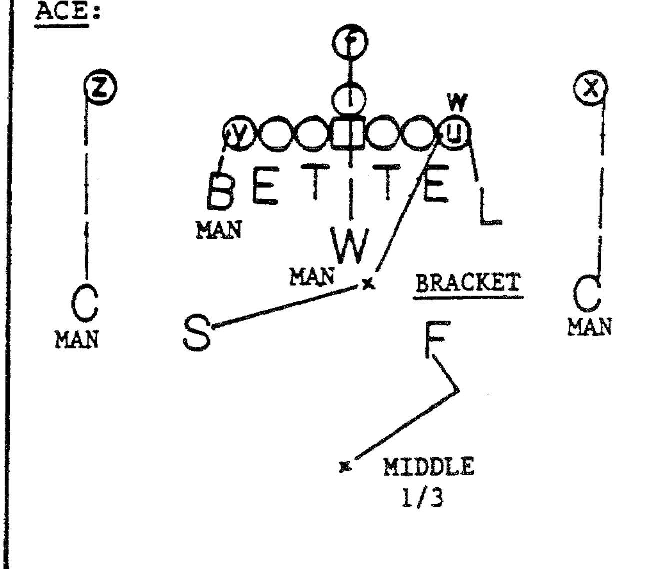
"Q"/TRIPS:



"S"/SHOT GUN:

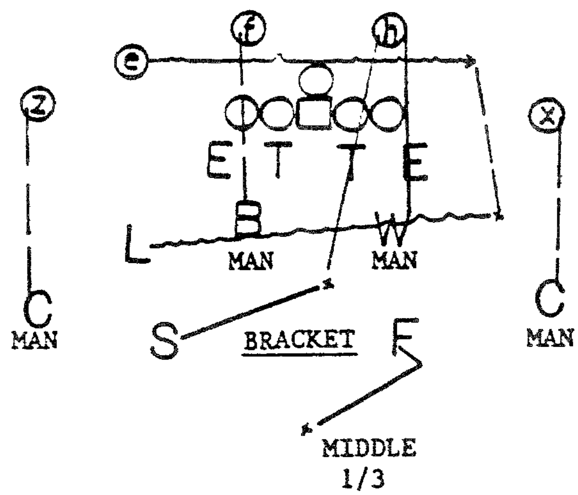


ACE:

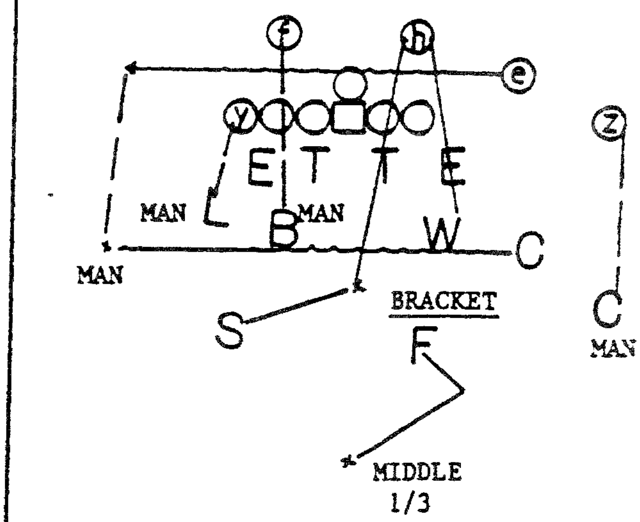


NICKEL 2 FLEX ADJUSTMENTS

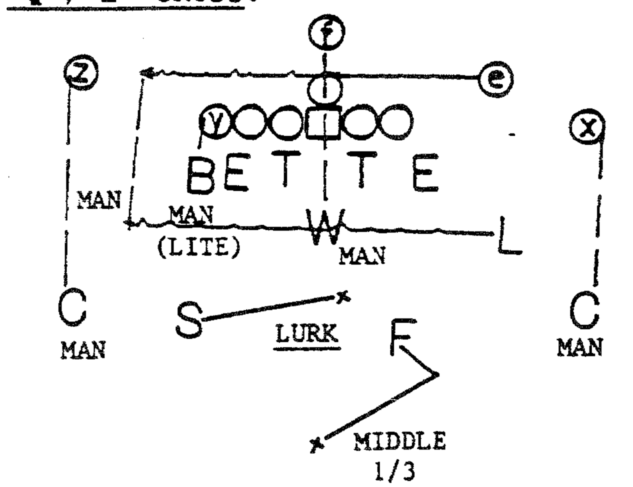
"S"/"E" CROSS:



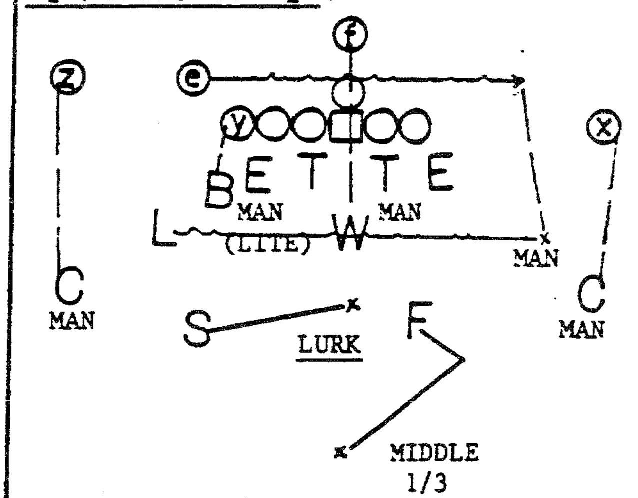
SLOT CROSS:



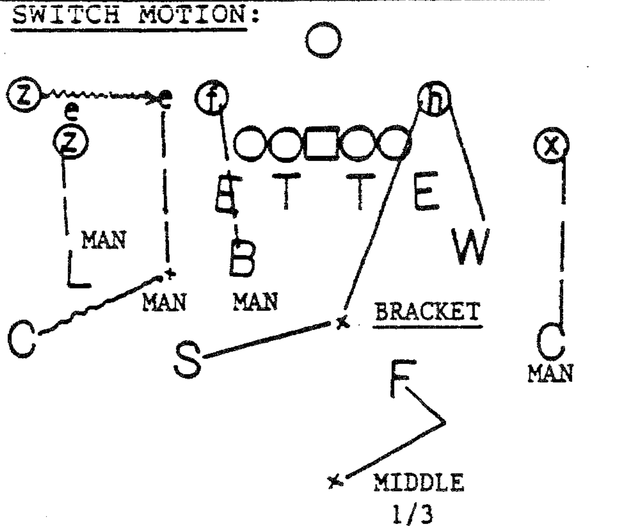
"Q"/"E" CROSS:



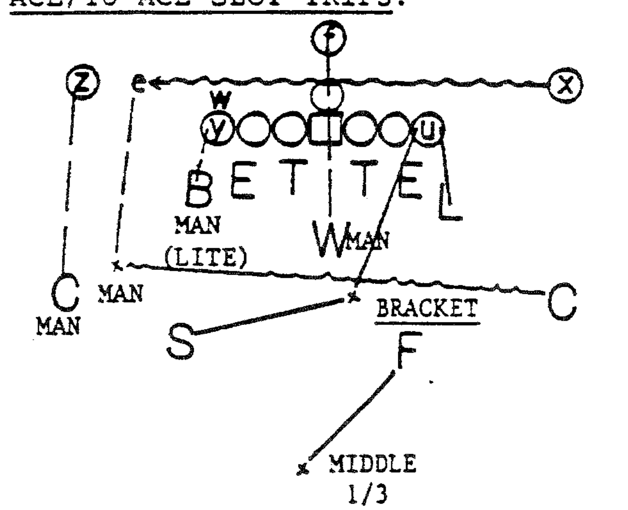
"Q"/TRIPS TO "Q":



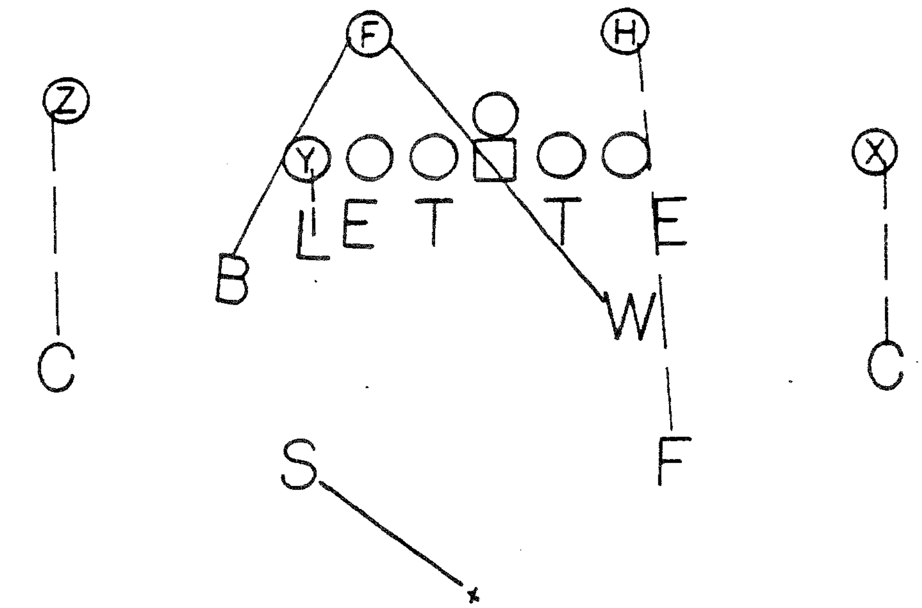
SWITCH MOTION:



ACE/TO ACE SLOT TRIPS:



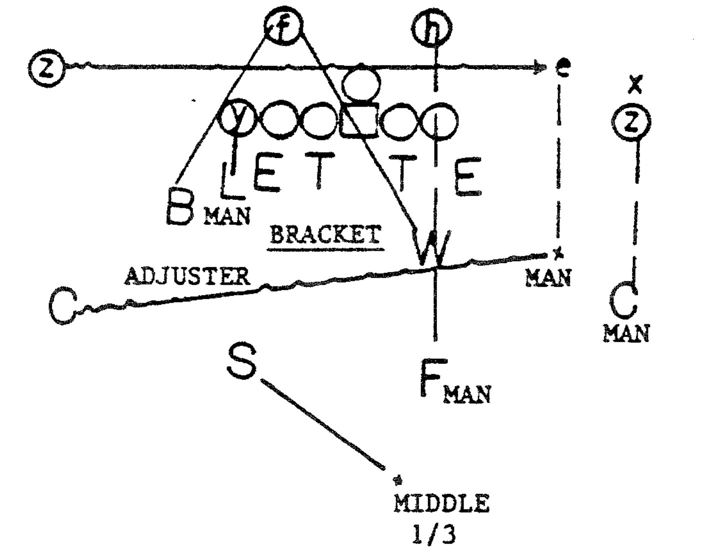
NICKEL COVER 2 WEB



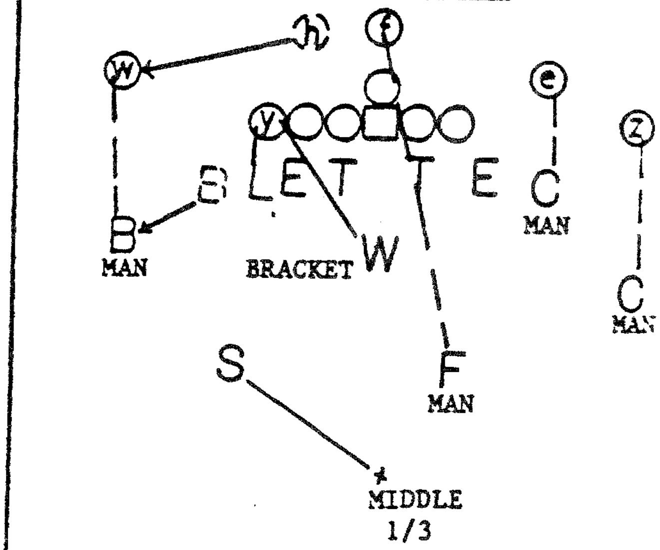
BUCK:	VERSUS TWO-BACK SET, BRACKET BACK SOLID WITH WHIP; VERSUS ONE-BACK SET, BRACKET "Y".
LURK:	MAN COVER (COVER 2)
WHIP:	VERSUS TWO-BACK SET, BRACKET BACK SOLID WITH BUCK; VERSUS ONE-BACK SET, BRACKET "Y".
STRONG CORNER:	MAN COVER (COVER 2)
STRONG SAFETY:	DEFEND MIDDLE 1/3.
FREE SAFETY:	VERSUS TWO-BACK SET, MAN COVER BACK FLEX; VERSUS ONE-BACK SET, MAN COVER REMAINING BACK.
WEAK CORNER:	MAN COVER (COVER 2)

NICKEL COVER 2 WEB ADJUSTMENTS

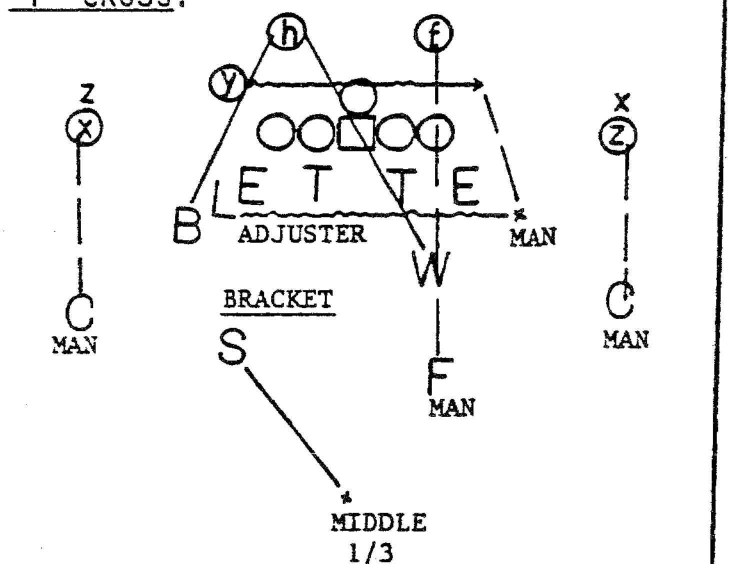
"Z" CROSS:



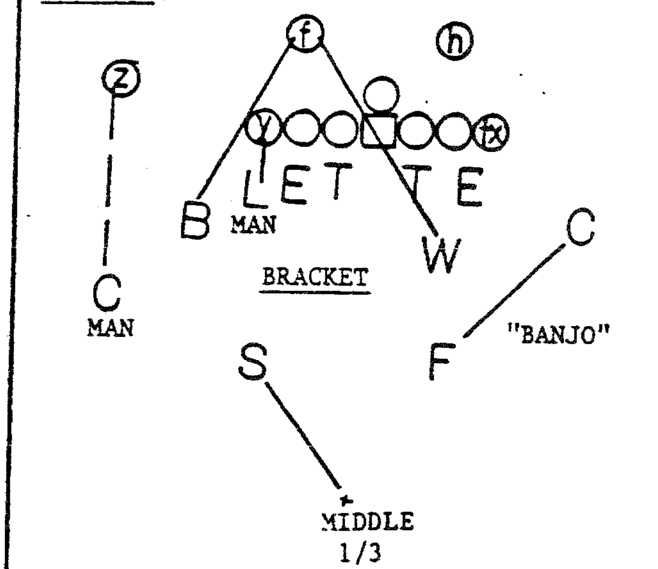
SHIFT TO SLOT DOUBLE WING:



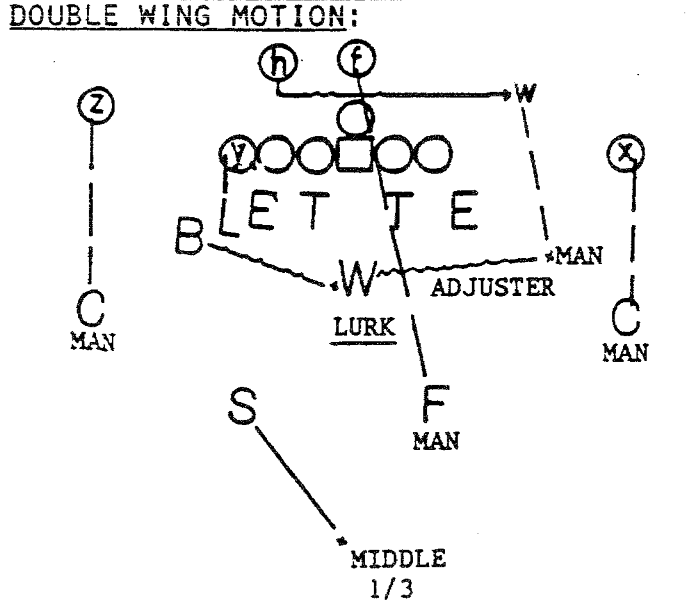
"Y" CROSS:



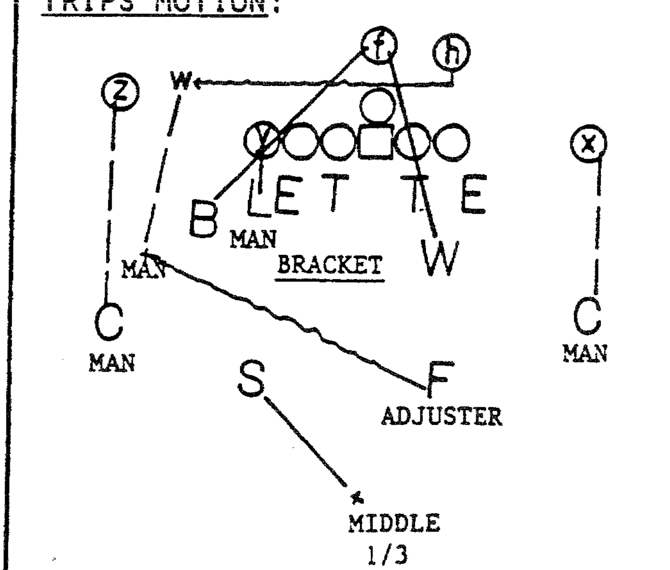
RED/TX:



DOUBLE WING MOTION:

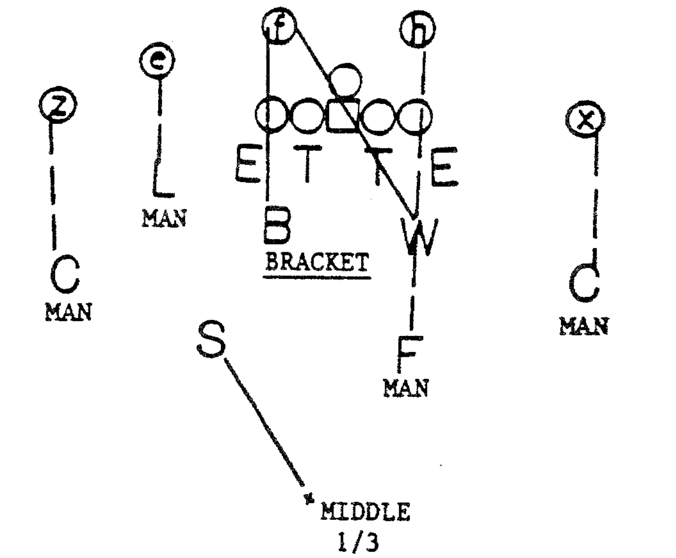


TRIPS MOTION:

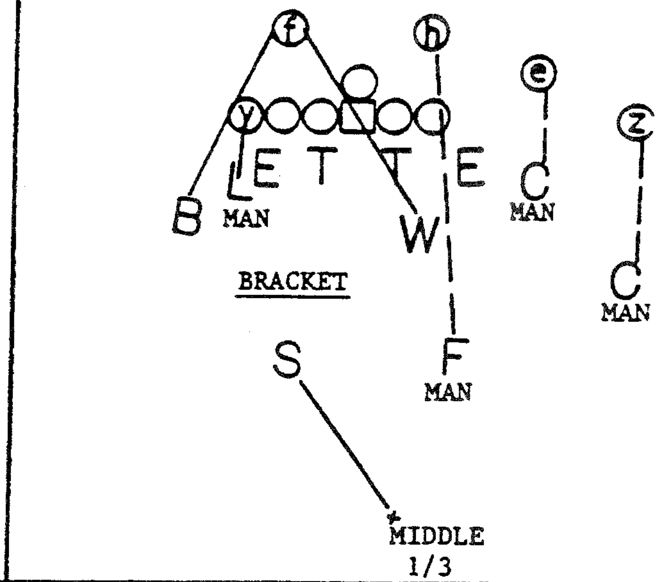


NICKEL COVER 2 WEB ADJUSTMENTS

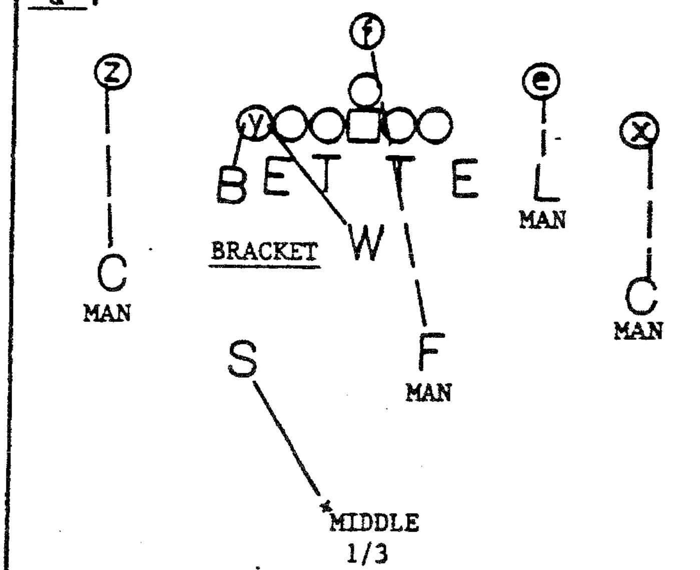
RED/"S":



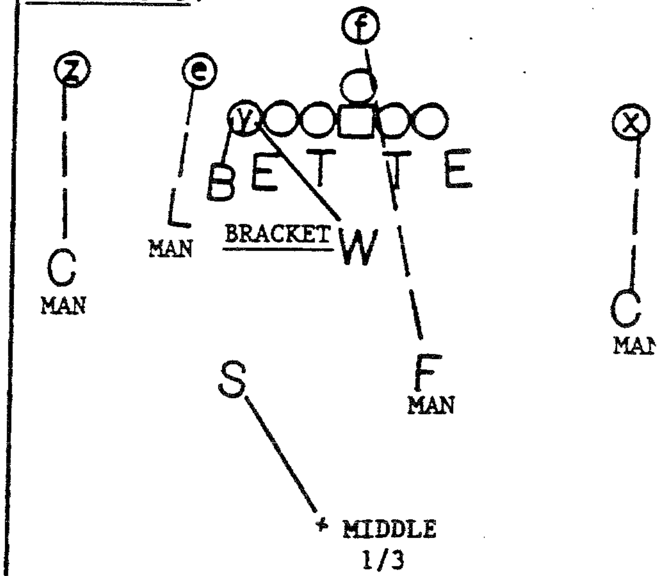
RED/SLOT:



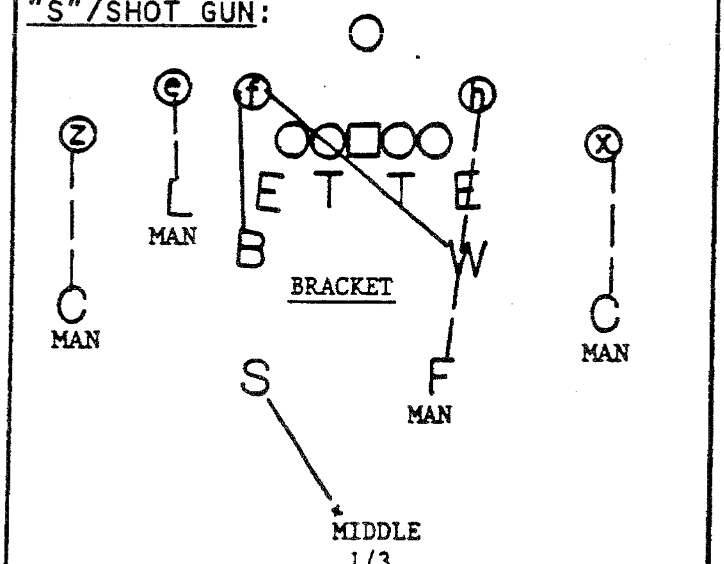
"Q":



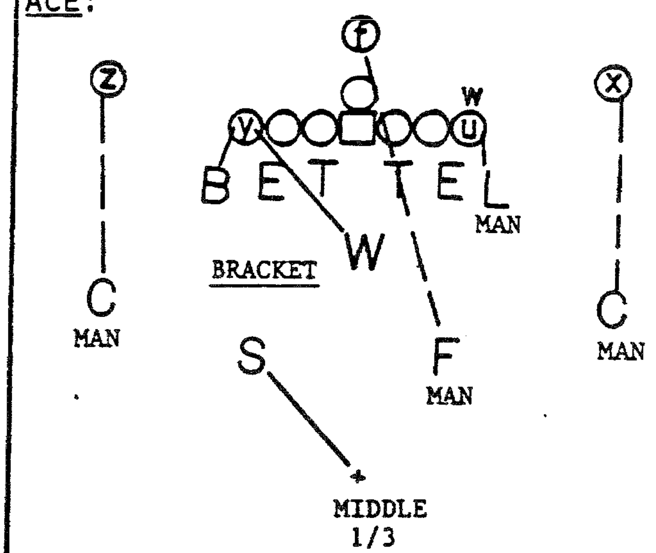
"Q"/TRIPS:



"S"/SHOT GUN:

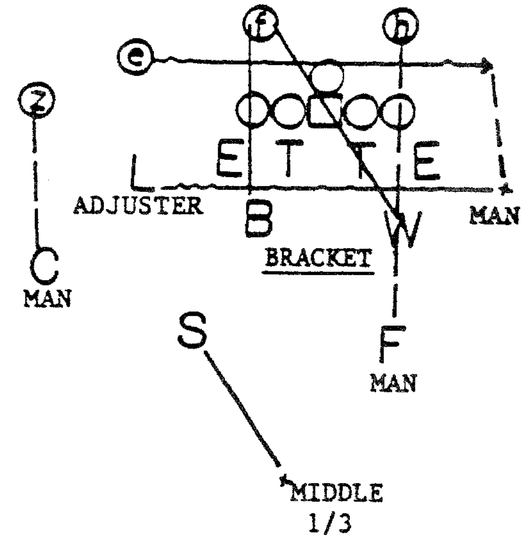


ACE:

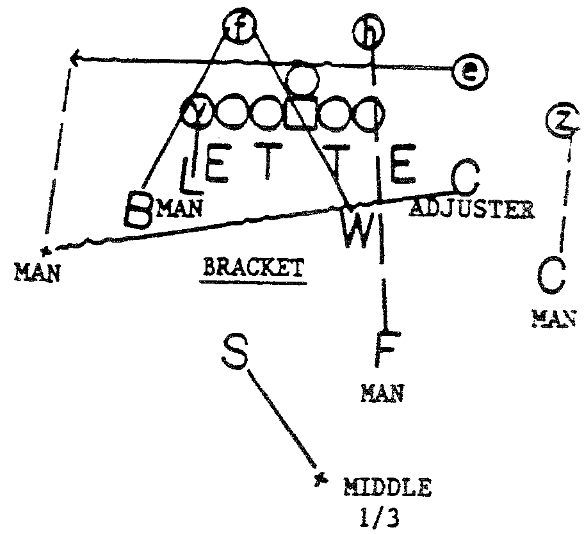


NICKEL COVER 2 WEB ADJUSTMENTS

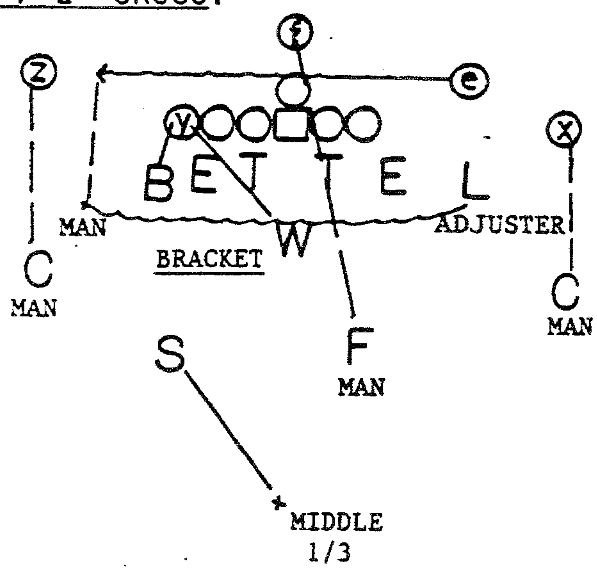
"S"/"E" CROSS:



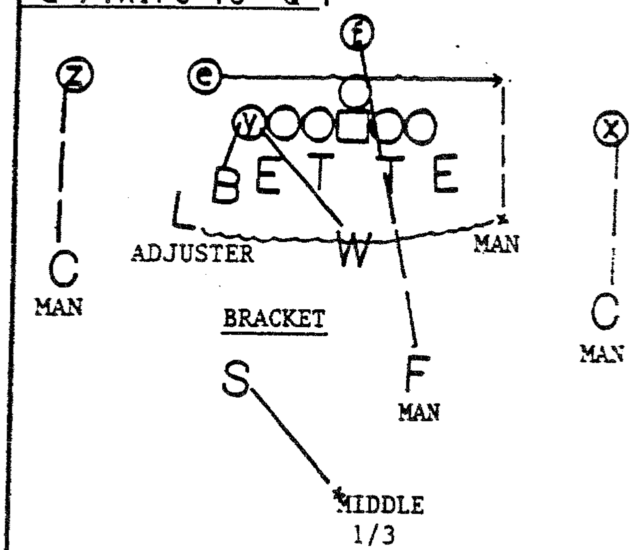
SLOT CROSS:



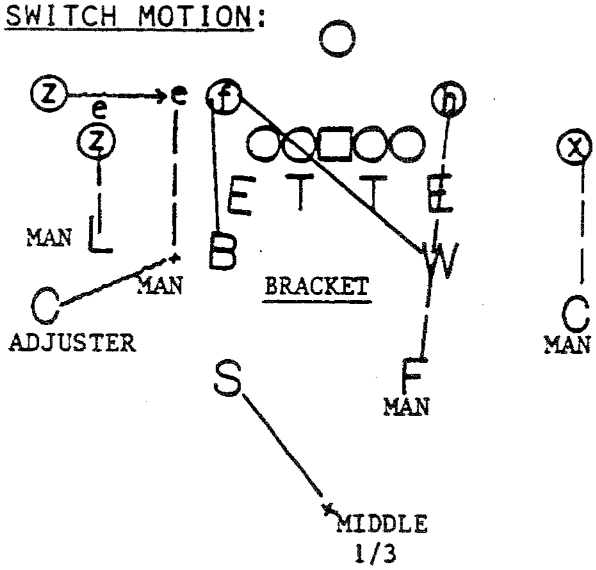
"Q"/"E" CROSS:



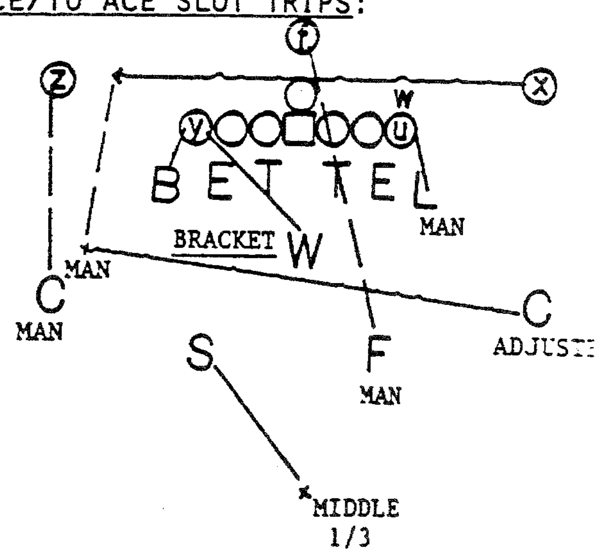
"Q"/TRIPS TO "Q":



SWITCH MOTION:

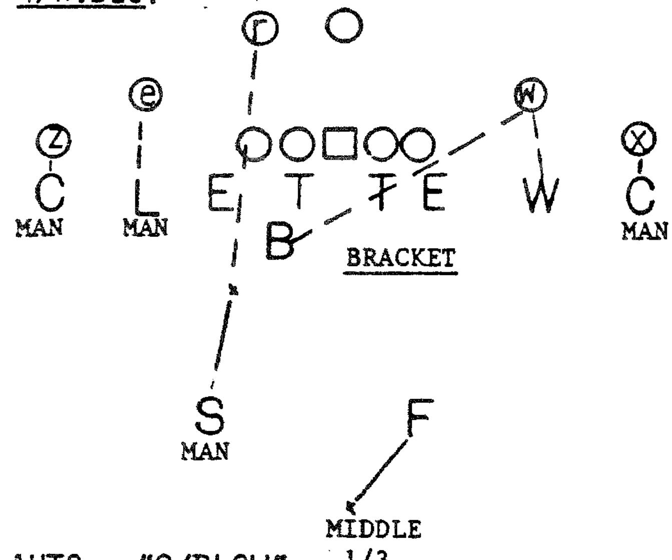


ACE/TO ACE SLOT TRIPS:



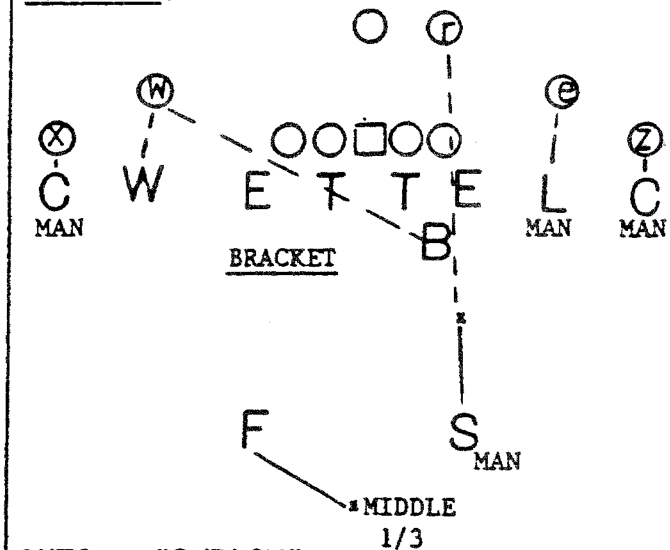
NICKEL COVER 2/WEB ADJUSTMENTS

4/WIDES:



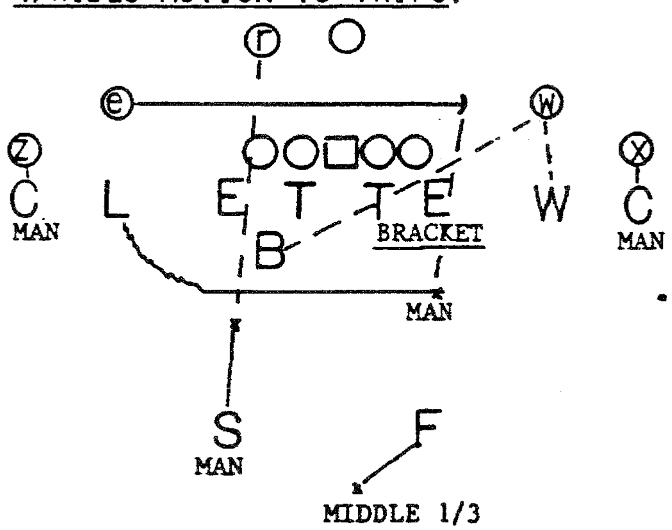
AUTO: "2/BLOW"

4/WIDES:



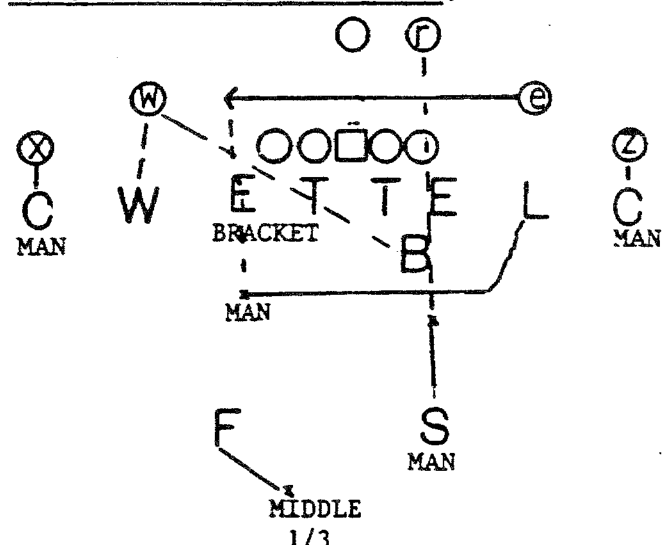
AUTO: "2/BLOW"

4/WIDES MOTION TO TRIPS:



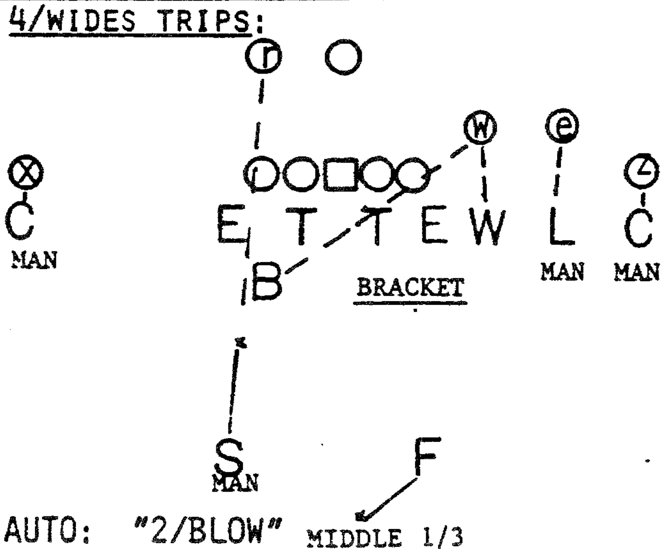
AUTO: "2/BLOW"

4/WIDES MOTION TO TRIPS:



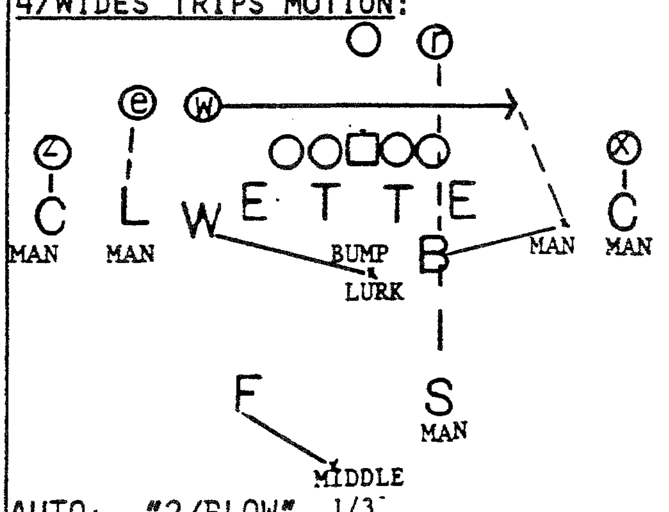
AUTO: "2/BLOW"

4/WIDES TRIPS:



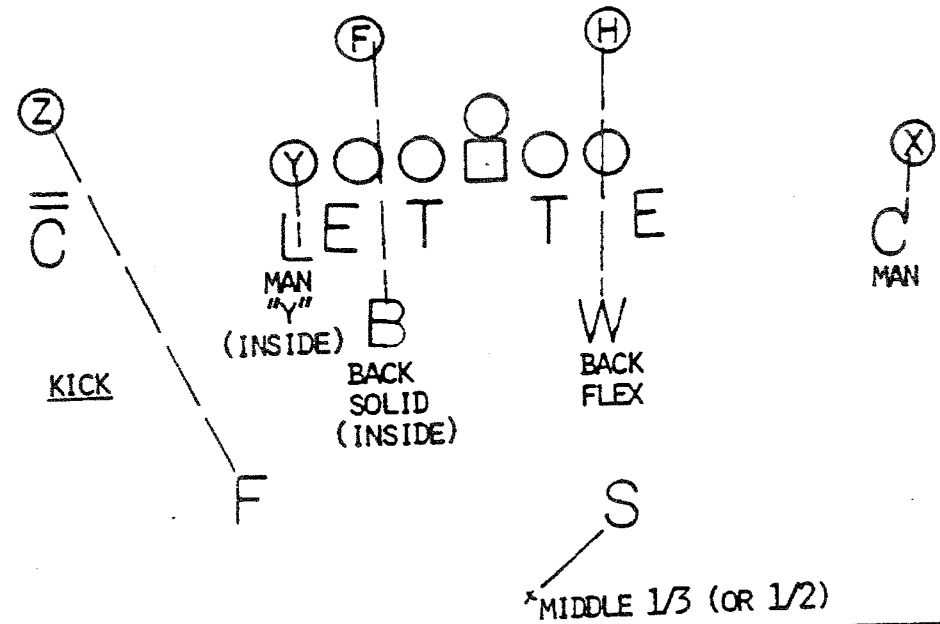
AUTO: "2/BLOW"

4/WIDES TRIPS MOTION:



AUTO: "2/BLOW"

NICKEL COVER 27 KICK LEFT



BUCK: MAN BACK SOLID VERSUS TWO-BACK SETS AND "Y" VERSUS ONE-BACK SETS.

LURK: MAN "Y" VERSUS TWO-BACK SETS AND WING VERSUS ONE-BACK SETS; WHEN SET AS OUTSIDE MAN LEFT, "KICK".

WHIP: MAN BACK FLEX VERSUS TWO-BACK SETS AND REMAINING/BACK VERSUS ONE-BACK SETS.

STRONG CORNER: SET LEFT "KICK", SET RIGHT MAN.

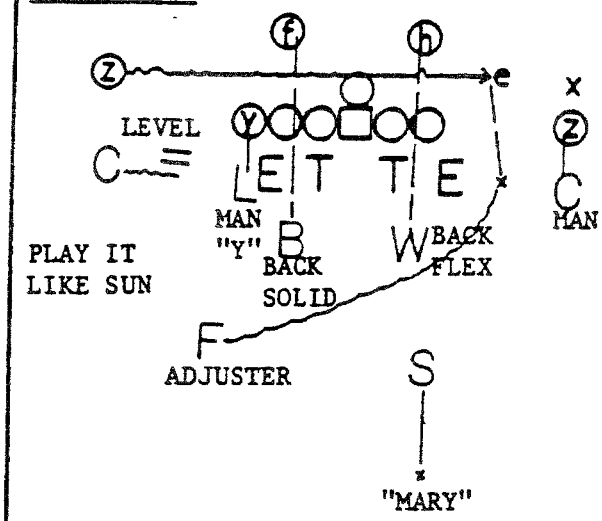
STRONG SAFETY: ALIGN RIGHT; TWO RECEIVERS SET RIGHT PLAY "MARY" AND VERSUS ONE RECEIVER DEFEND THE MIDDLE 1/3 (COVER 2).

FREE SAFETY: MAN COVER NUMBER ONE (#1) LEFT.

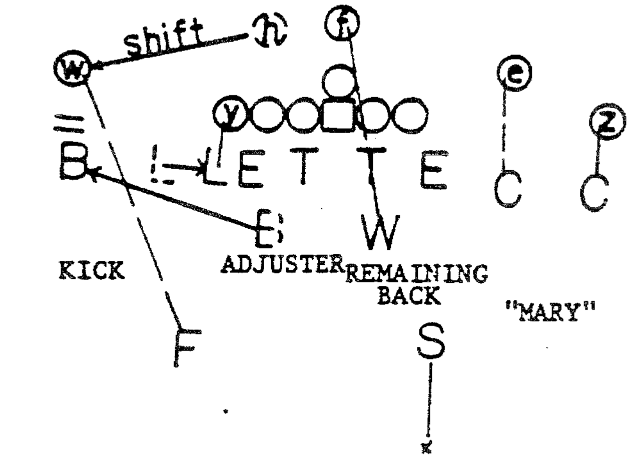
WEAK CORNER: ALIGN RIGHT; TWO RECEIVERS SET RIGHT PLAY "MARY" AND VERSUS ONE RECEIVER DEFEND THE MIDDLE 1/3 (COVER 2).

NICKEL COVER 27 KICK LEFT ADJUSTMENTS

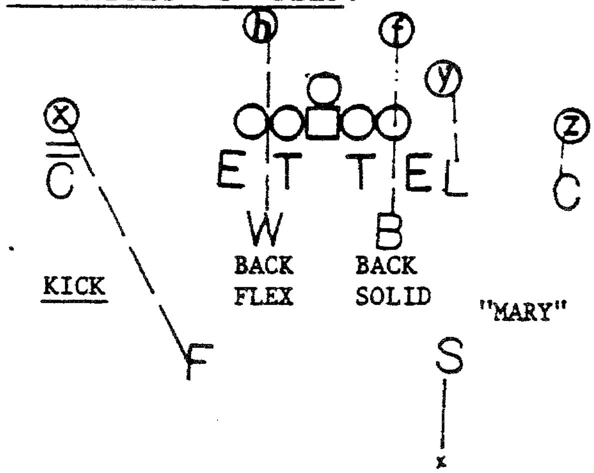
"Z" CROSS:



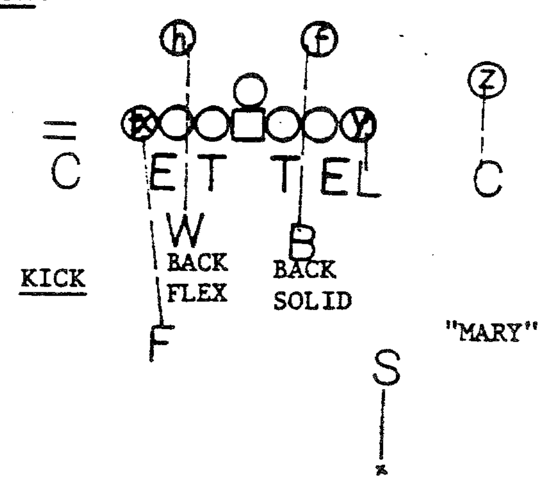
SHIFT TO SLOT DOUBLE WING:



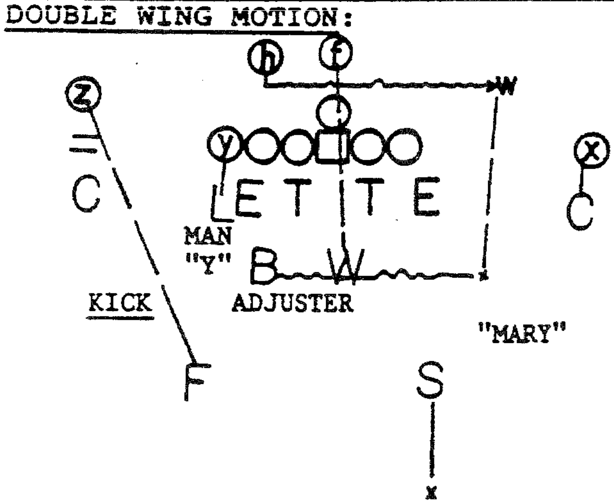
RED RIGHT "Y" DEEP:

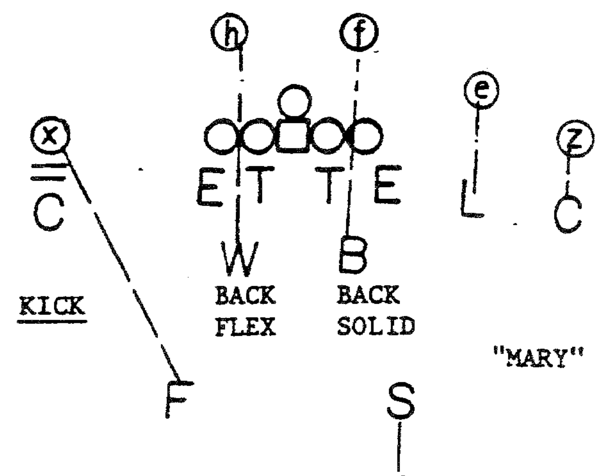


RED/TX:

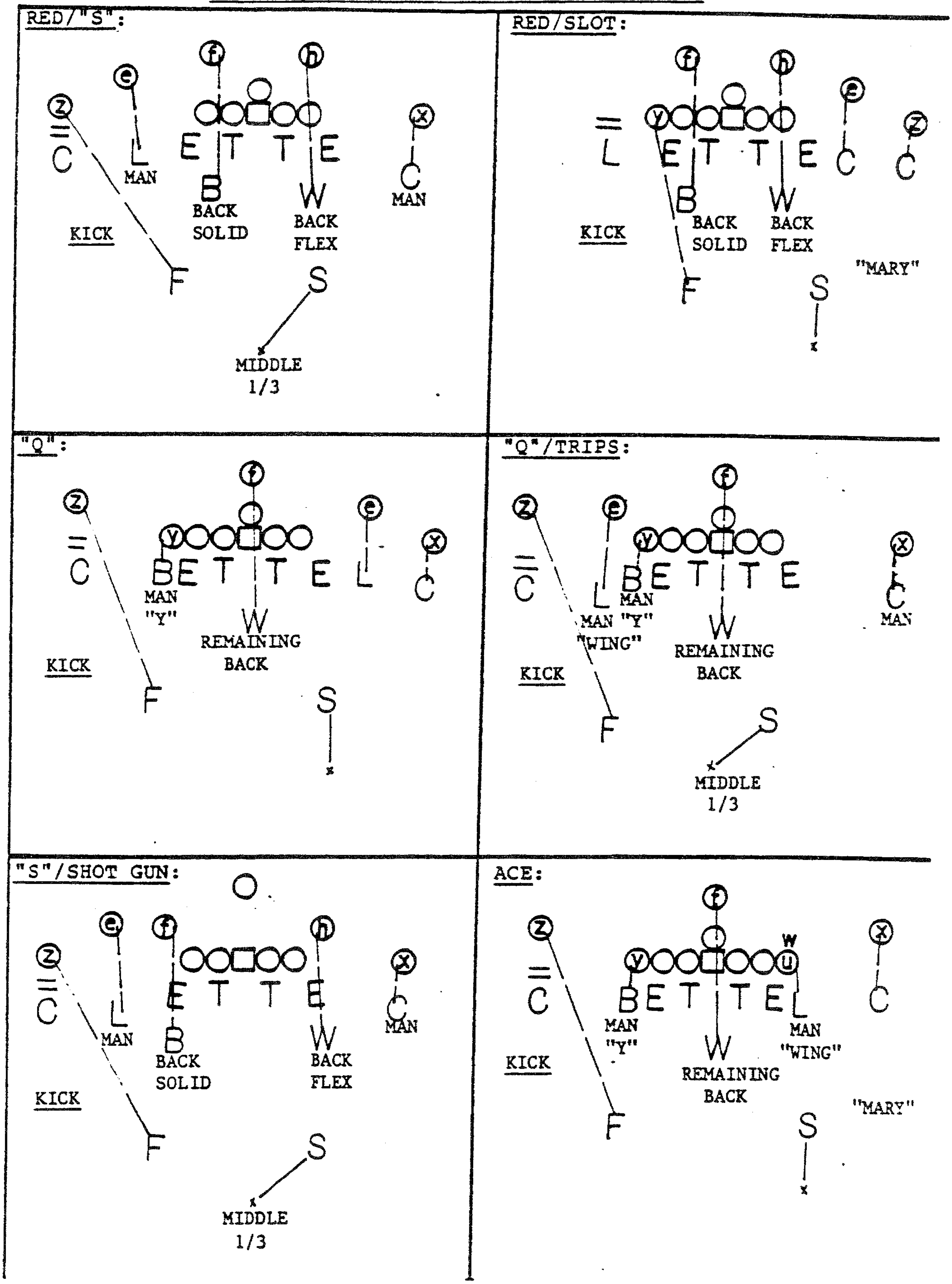


DOUBLE WING MOTION:



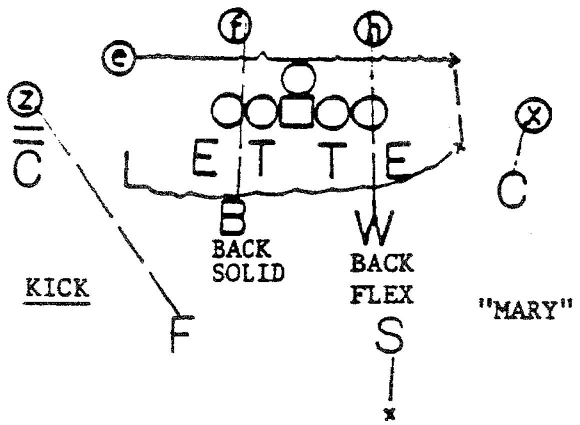


NICKEL COVER 27 KICK LEFT ADJUSTMENTS

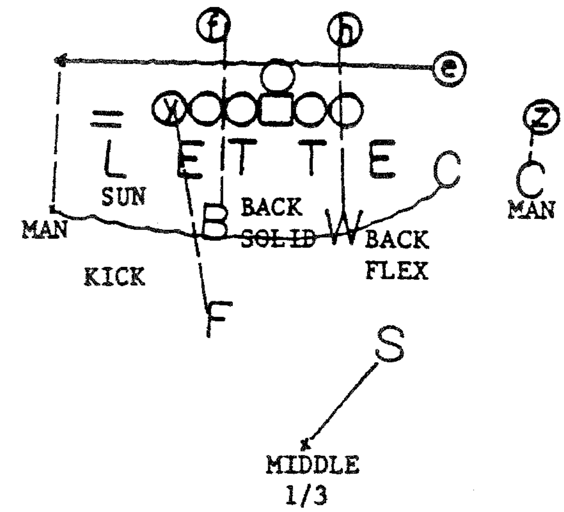


NICKEL COVER 27 KICK LEFT ADJUSTMENTS

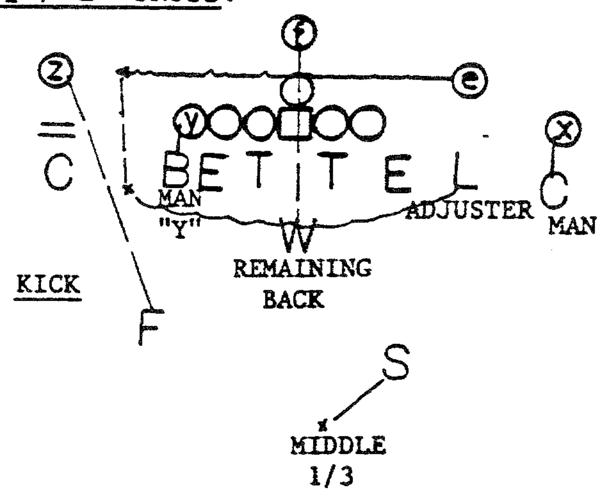
"S"/"E" CROSS:



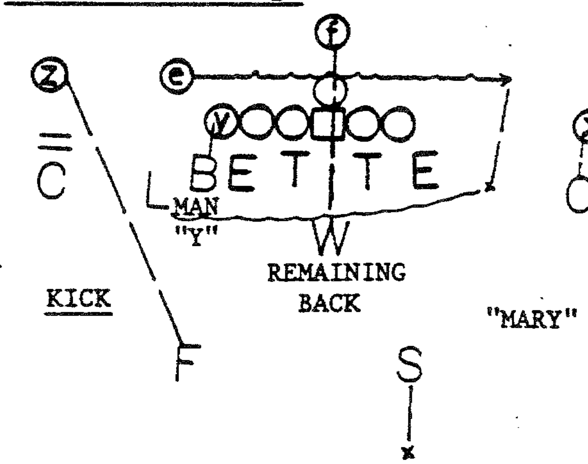
SLOT CROSS:



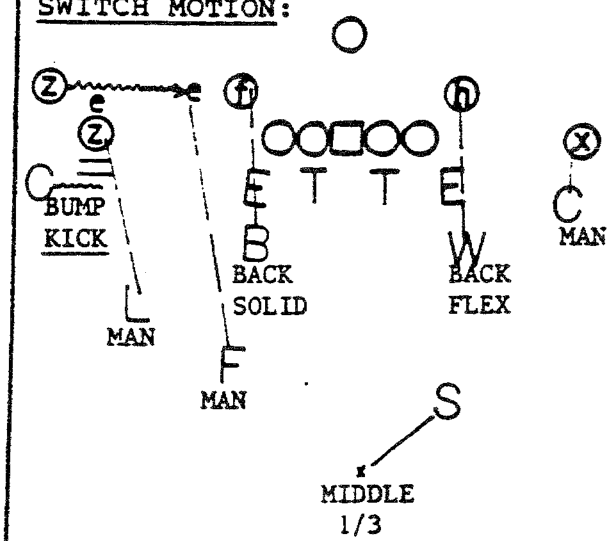
"Q"/"E" CROSS:



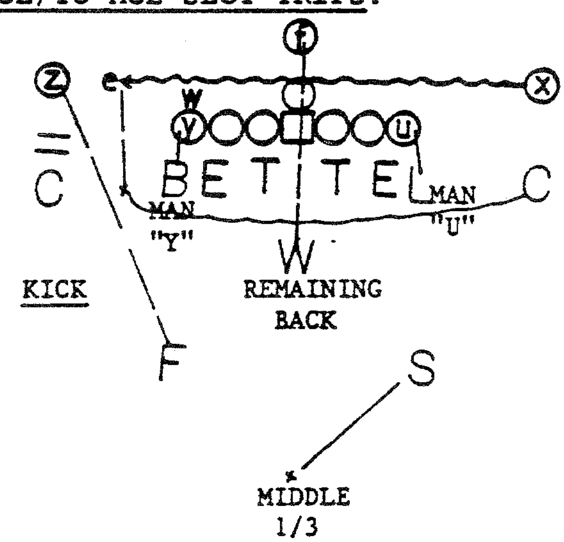
"Q"/TRIPS TO "Q":



SWITCH MOTION:



ACE/TO ACE SLOT TRIPS:

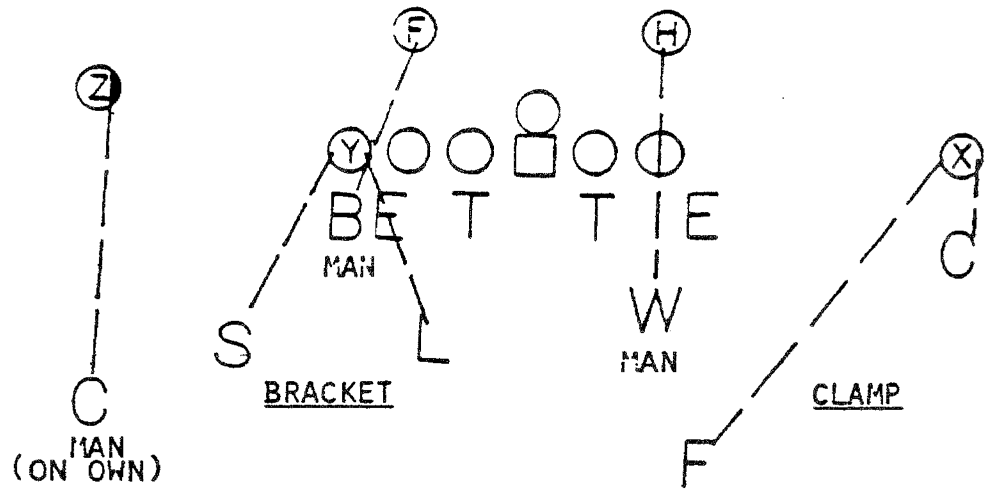


COVER 5

1- DOUBLE NUMBER TWO (#2) STRONG AND NUMBER ONE (#1) WEAK

****2- VERSUS ONE/BACK/SET AUTO "SPECIAL"; "4/WIDES" TRIPS MARY TRIPS SIDE AND CLAMP ONE/RECEIVER/SIDE

NICKEL 5



****BASIC RULE: DOUBLE NUMBER TWO STRONG AND NUMBER ONE WEAK; VERSUS ALIGNED ONE-BACK-SET AUTO "SPECIAL".

BUCK: VERSUS TWO-BACK-SETS, MAN BACK SET SOLID; VERSUS ONE-BACK-SETS, BRACKET "Y" WITH STRONG SAFETY.

LURK: VERSUS TWO-BACK-SETS, BRACKET "Y" WITH STRONG SAFETY; VERSUS ONE-BACK-SETS AND SET SOLID, MAN ON OWN, WHEN SET FLEX, CLAMP WITH FREE SAFETY.

WHIP: MAN BACK SET FLEX; VERSUS ALIGNED ONE-BACK-SETS, MAN REMAINING BACK.

STRONG CORNER: MAN ON OWN.

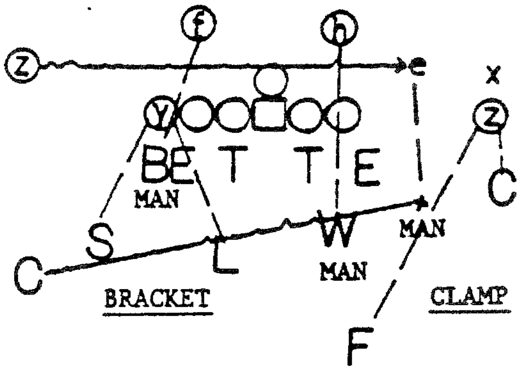
STRONG SAFETY: BRACKET "Y" WITH LURK VERSUS TWO-BACK-SETS AND WITH BUCK VERSUS ONE-BACK-SETS.

FREE SAFETY: CLAMP "X" VERSUS FLANKER AND "E" VERSUS SLOT; AUTO SPECIAL VERSUS ONE-BACK-SETS; WHEN ONE RECEIVER FLEX, MARY.

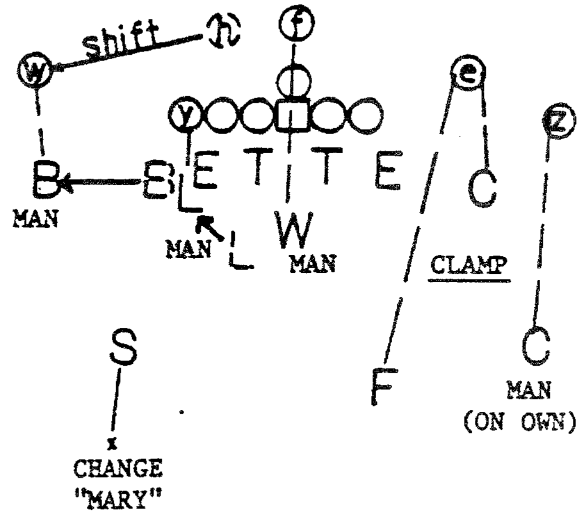
WEAK CORNER: CLAMP "X" VERSUS FLANKER AND "E" VERSUS SLOT; VERSUS ONE BACK-SETS CLAMP UNLESS INSIDE MAN CLAMPED, THEN MAN ON OWN.

NICKEL 5 ADJUSTMENTS

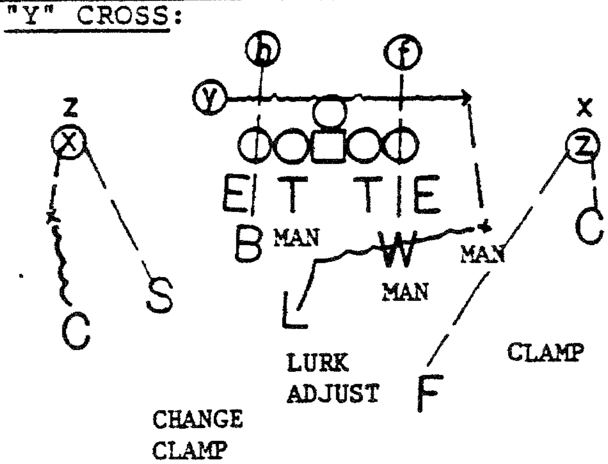
"Z" CROSS:



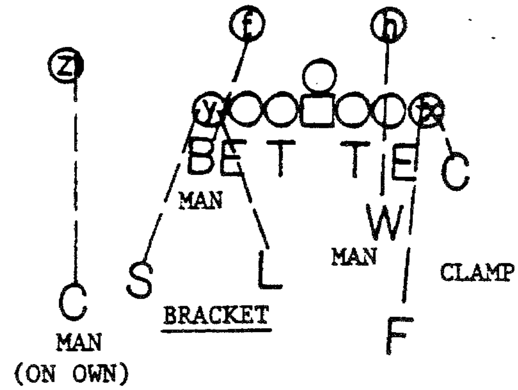
SHIFT TO SLOT DOUBLE WING:



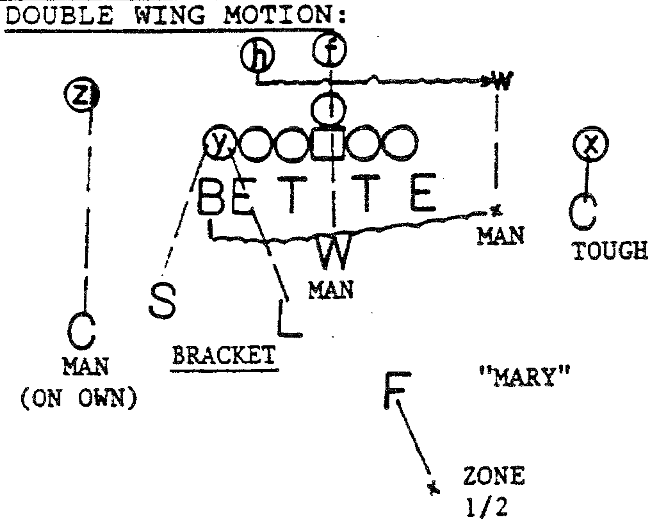
"Y" CROSS:



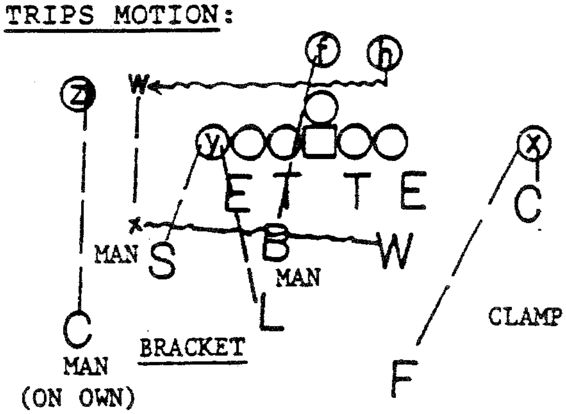
RED/TX:



DOUBLE WING MOTION:

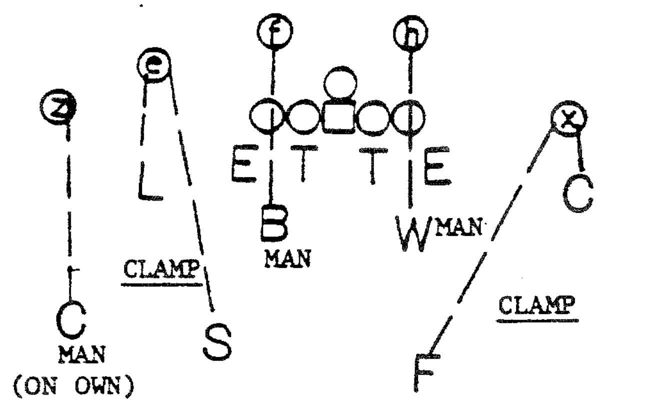


TRIPS MOTION:

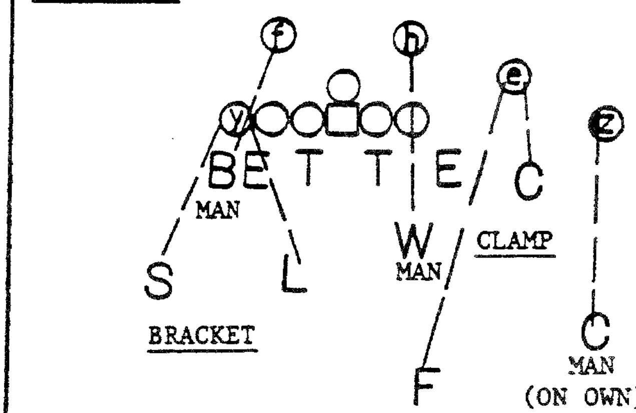


NICKEL 5 ADJUSTMENTS

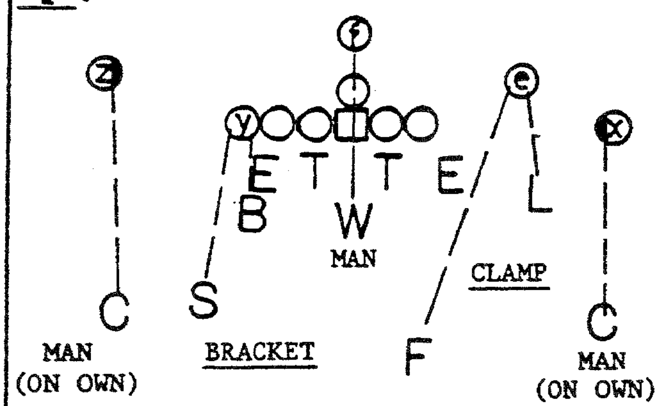
RED/"S":



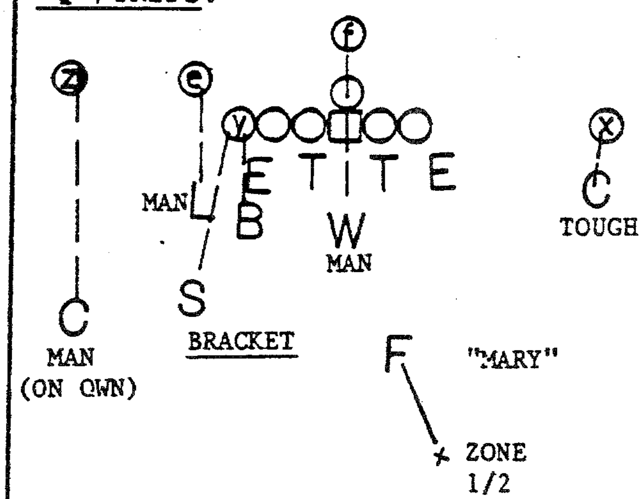
RED/SLOT:



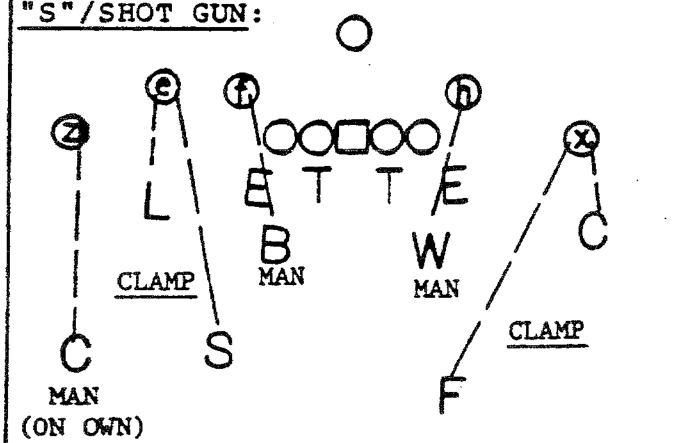
"Q":



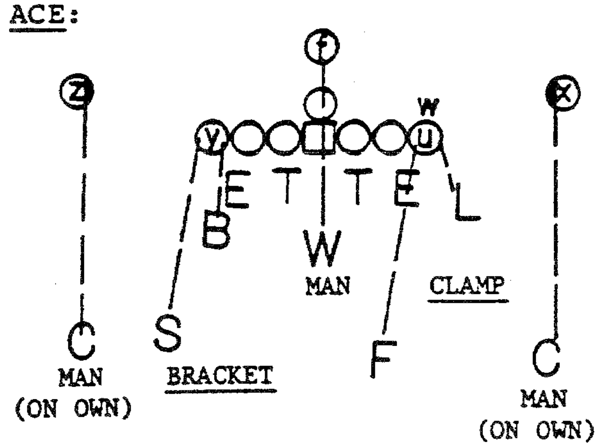
"Q"/TRIPS:



"S"/SHOT GUN:

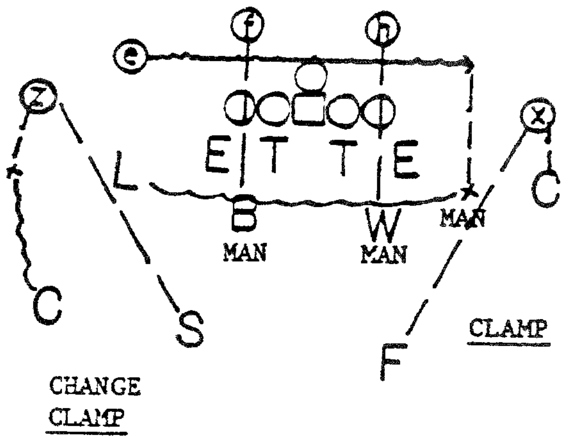


ACE:

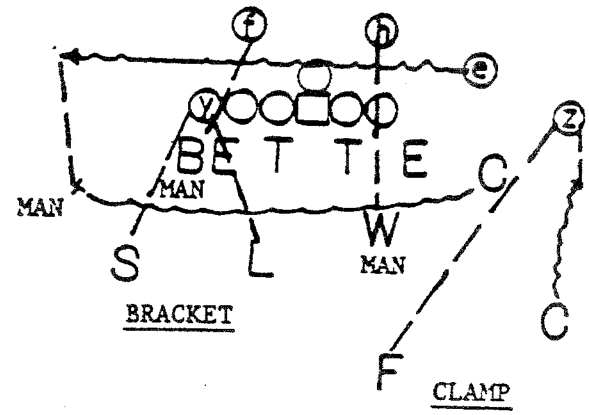


NICKEL 5 ADJUSTMENTS

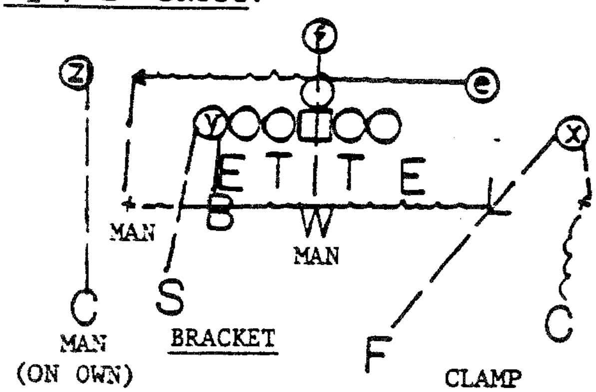
"S"/"E" CROSS:



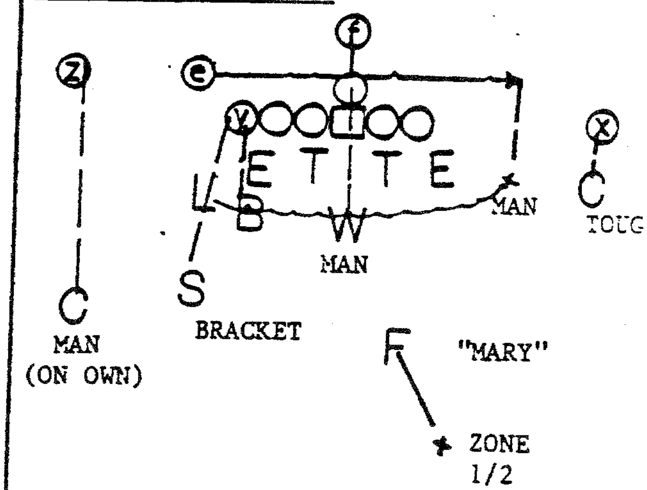
SLOT CROSS:



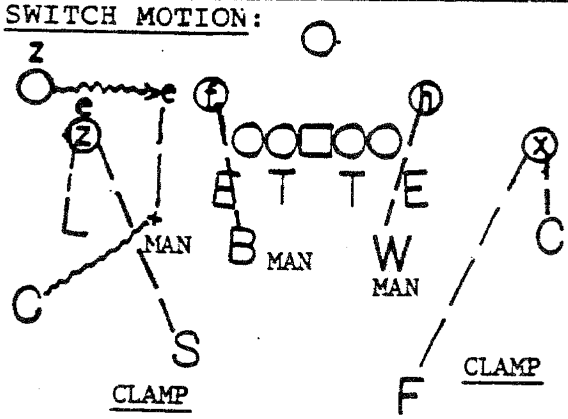
"Q"/"E" CROSS:



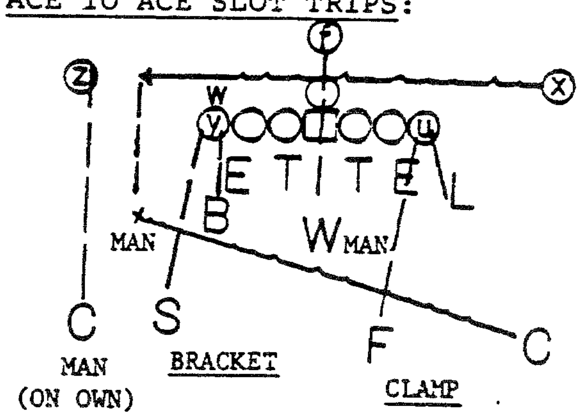
"Q"/TRIPS TO "Q":



SWITCH MOTION:

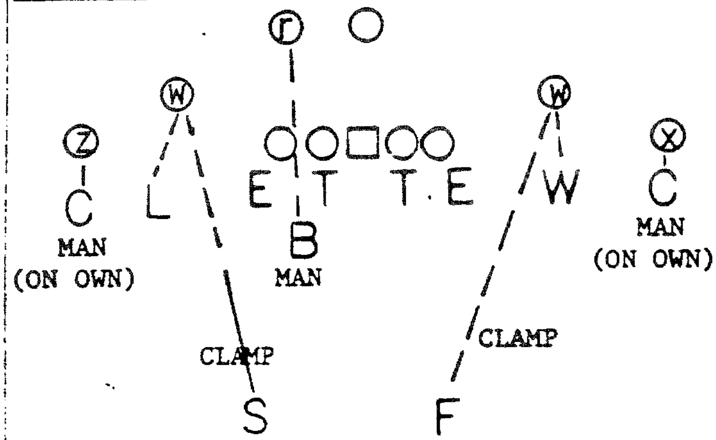


ACE TO ACE SLOT TRIPS:



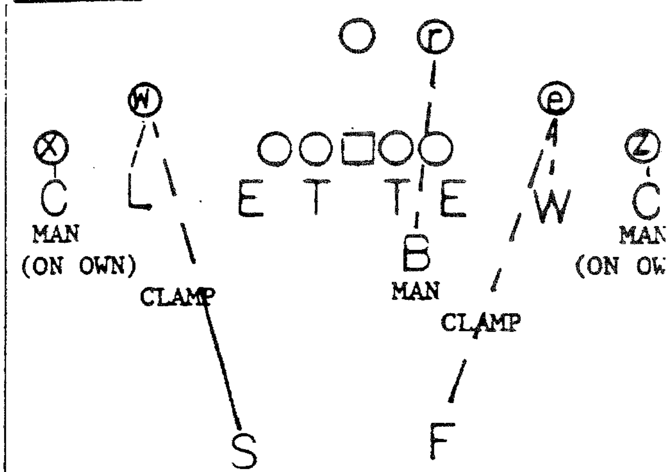
NICKEL 5 ADJUSTMENTS

4/WIDES:



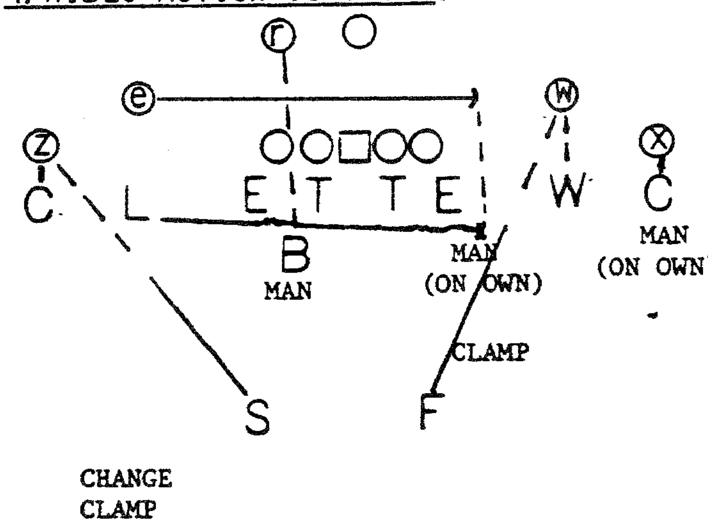
AUTO: "SPECIAL"

4/WIDES:

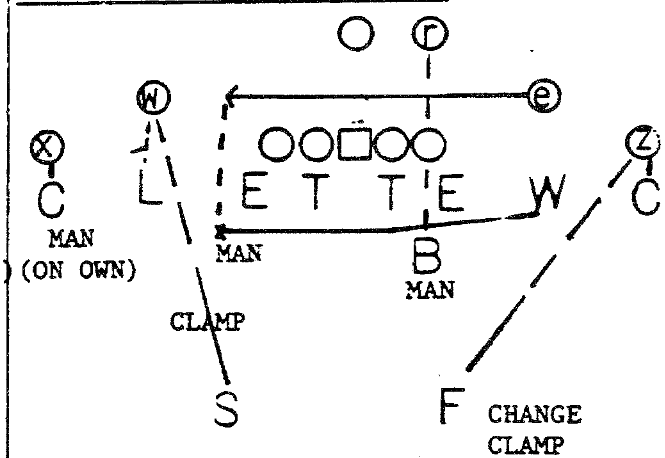


AUTO: "SPECIAL"

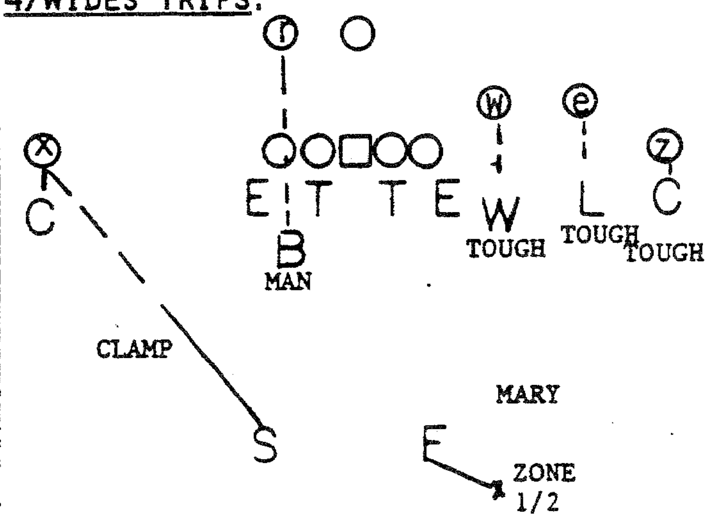
4/WIDES MOTION TO TRIPS:



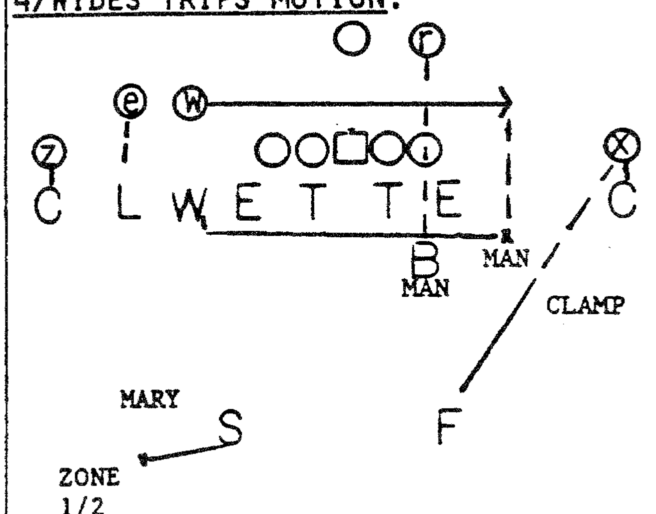
4/WIDES MOTION TO TRIPS:



4/WIDES TRIPS:



4/WIDES TRIPS MOTION:



NICKEL COVER 36

1- LINE: ALIGN IN QUEEN FRONT

2- VERSUS "4/WIDES" BALANCE CORNERS, LURK AND WHIP PLAY FLAT/FLAT (MAN TO MAN); BUCK AND BEHIND THE LINE SAFETY, PLAY HOOKS (KEYING THE BACK); FREE SAFETY PLAY THE MIDDLE 1/3

3- VERSUS "4/WIDES" MOTION TO TRIPS RIGHT, AUTO "6"; LURK ADJUST AND PLAY CURL; WHIP SUN (TAKE FLAT AND UPS); SAFETY PLAY THE HOOK (ALERT TO CARRY CROSSERS); BUCK KEYS REMAINING BACK FOR RELEASES; BACK RELEASE TO YOU, PLAY HIM MAN TO MAN; BACK RELEASE TO ZONE SIDE, BE A ZONER (HOOK)

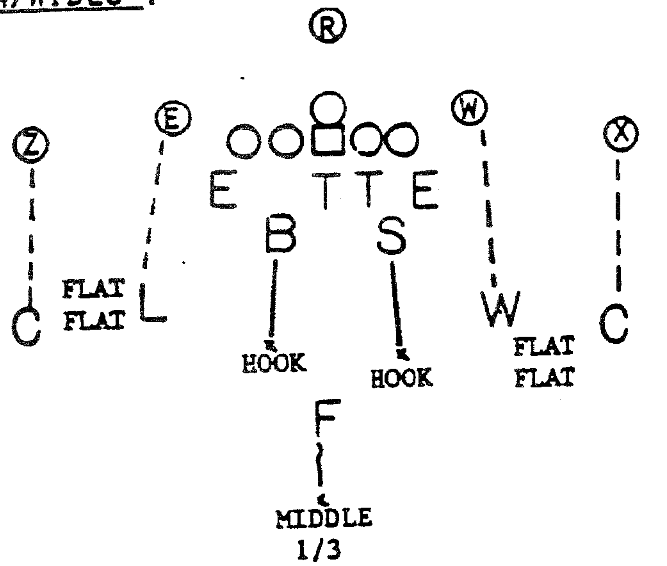
4- CORNER AWAY FROM "6" SIDE, PLAY MAN TO MAN ON RECEIVER; FREE SAFETY HAS MIDDLE 1/3

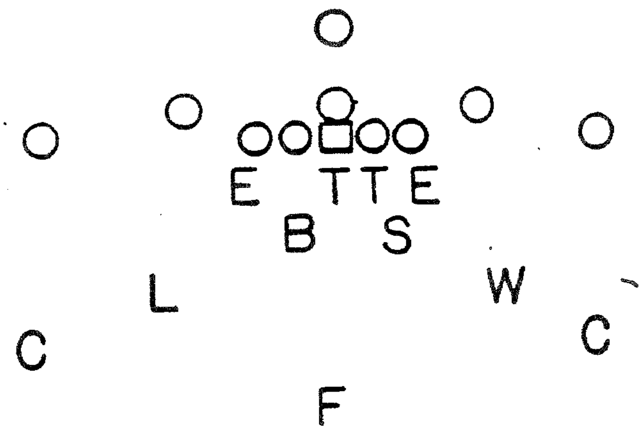
5- VERSUS "4/WIDES" MOTION TO TRIPS LEFT, AUTO "6"; WHIP ADJUST AND PLAY CURL; LURK SUN (TAKE FLAT AND UPS); BUCK PLAY THE HOOK (ALERT TO CARRY CROSSERS); SAFETY KEY REMAINING BACK FOR RELEASES; BACK RELEASE TO YOU, PLAY HIM MAN; BACK RELEASE TO ZONE SIDE, BE A ZONER (HOOK)

6- VERSUS ALIGNED TRIPS, AUTO "6"; USE SAME RULES FOR 3, 4, AND 5

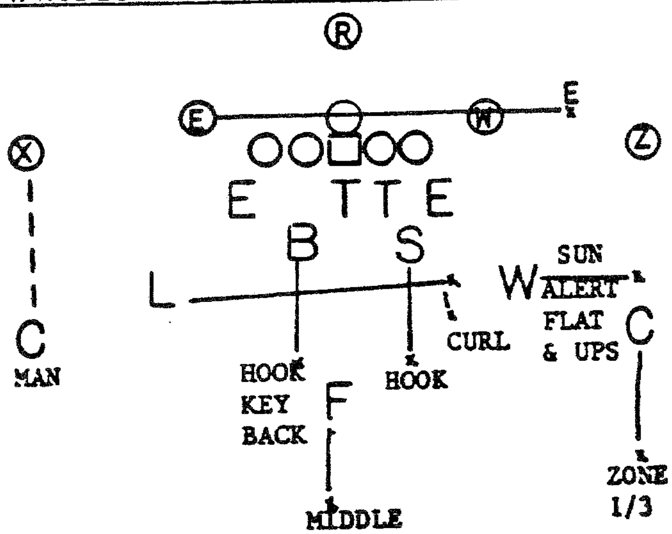
NICKEL COVER 36

"4/WIDES":



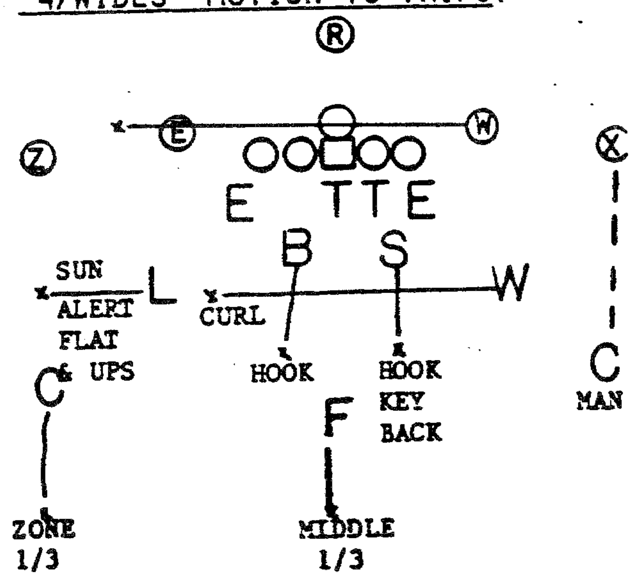


"4/WIDES" MOTION TO TRIPS:

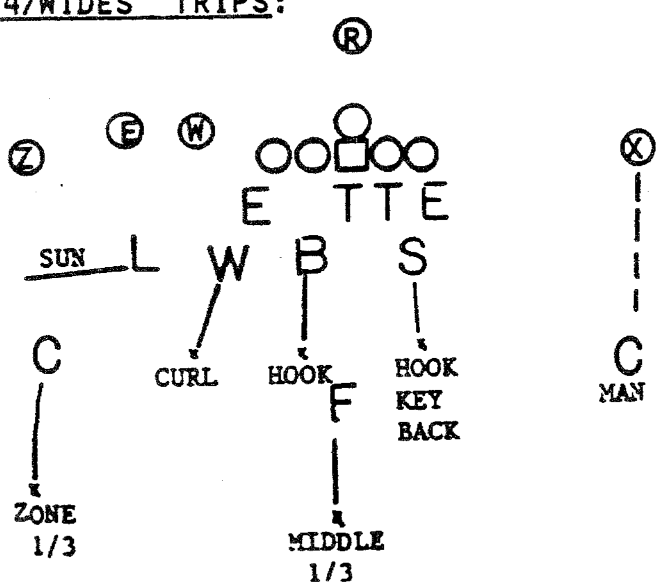


W: TAKE FLAT & UPS

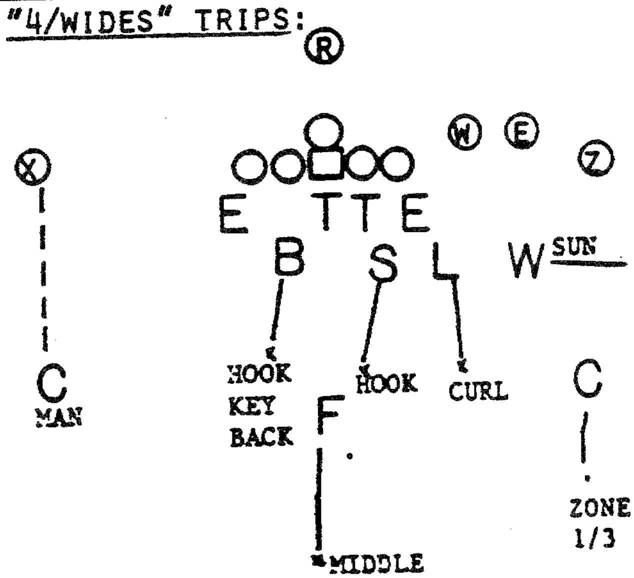
"4/WIDES" MOTION TO TRIPS:



"4/WIDES" TRIPS:



"4/WIDES" TRIPS:



RAINBOW

1- CORNERS/LURK/WHIP ALIGN LEFT AND RIGHT; BUCK ALIGN IN MIDDLE; STRONG SAFETY/FREE SAFETY ALIGN LEFT AND RIGHT

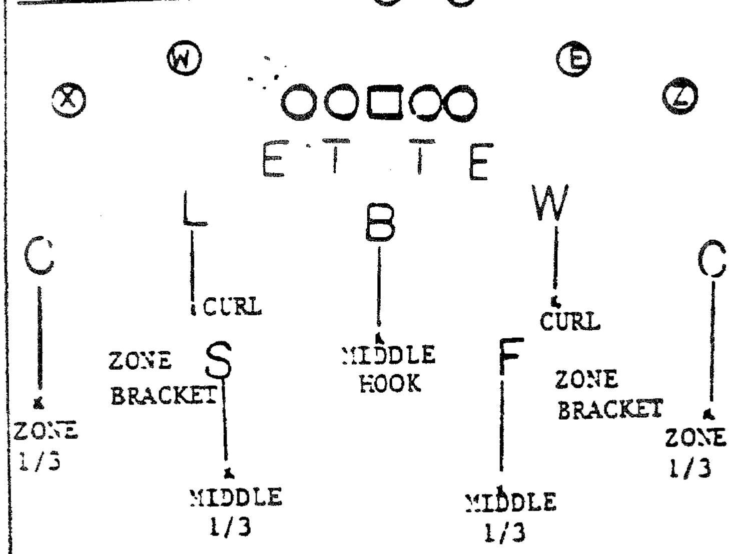
2- LURK AND WHIP VERSUS "2 + 2"; YOU HAVE THE CURL TO YOUR SIDE; BUCK HAS MIDDLE HOOK; THIS IS PURE ZONE

3- CORNERS AND SAFETIES VERSUS "2 + 2" PLAY ZONE BRACKET ON THE TWO (2) RECEIVERS TO YOUR SIDE

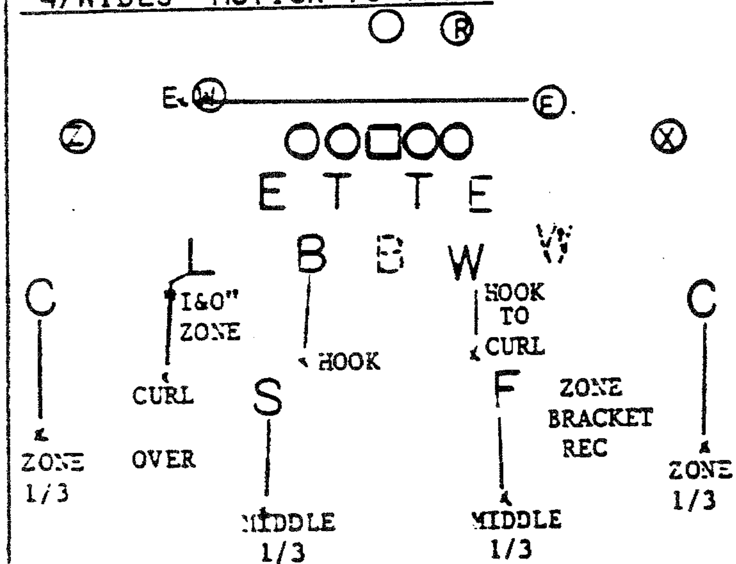
4- VERSUS ALIGNED TRIPS OR MOTION TO TRIPS GO OVER TO TRIPS SIDE; LURK/WHIP PLAY "I & O" ZONE WITH BUCK TO TRIPS SIDE; LURK/WHIP AWAY FROM TRIPS SIDE BUMP IN AND PLAY HOOK TO CURL; SAFETY AND CORNERS AWAY FROM TRIPS SIDE PLAY ZONE BRACKET ON SINGLE RECEIVER SIDE

RAINBOW

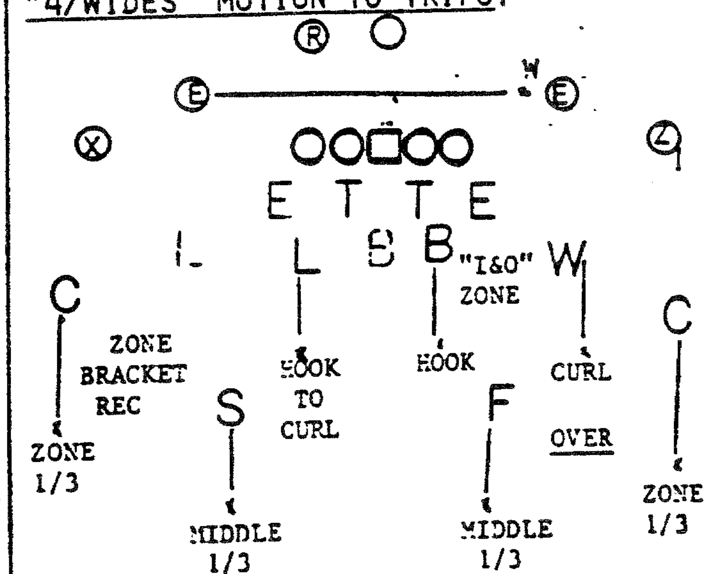
"4/WIDES":



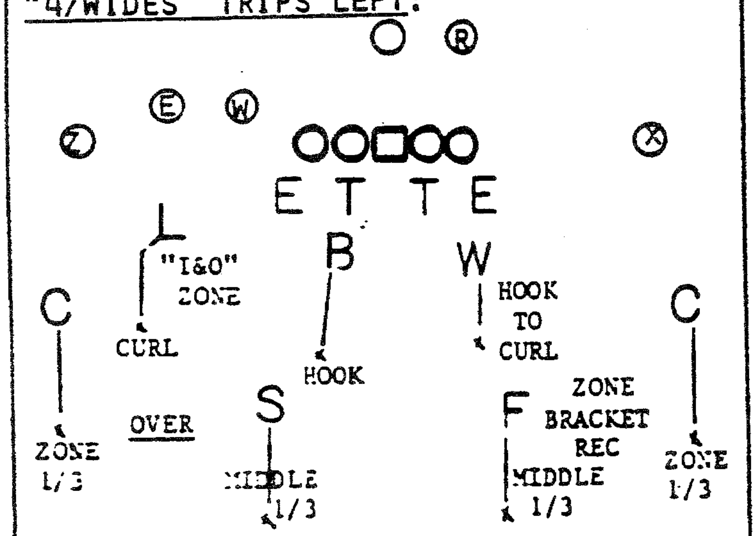
"4/WIDES" MOTION TO TRIPS:



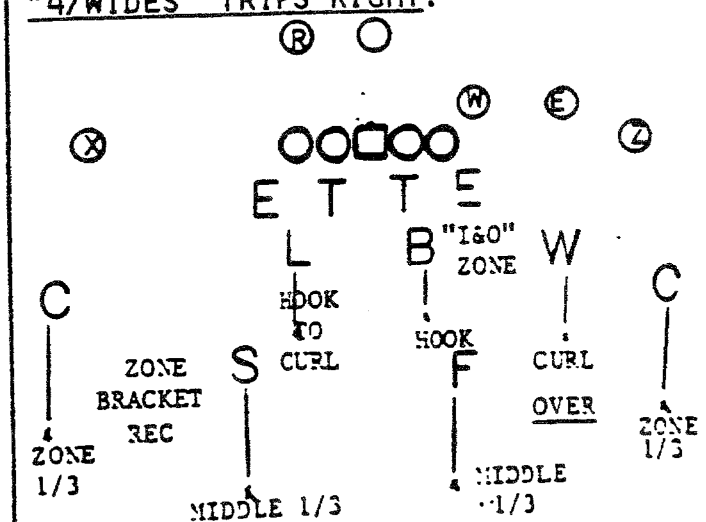
"4/WIDES" MOTION TO TRIPS:



"4/WIDES" TRIPS LEFT:

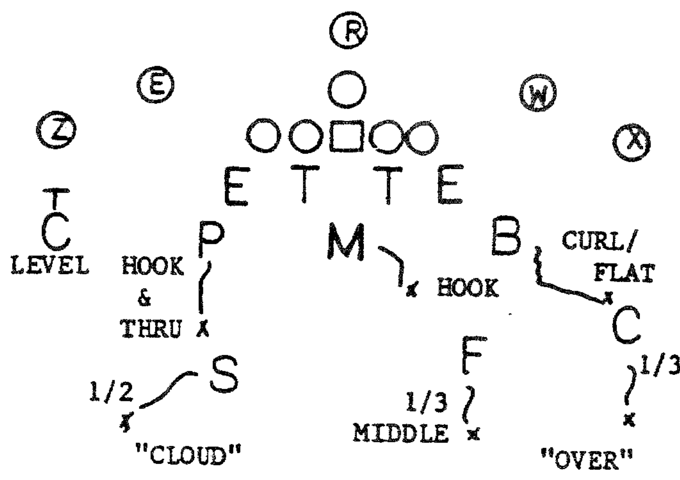


"4/WIDES" TRIPS RIGHT:



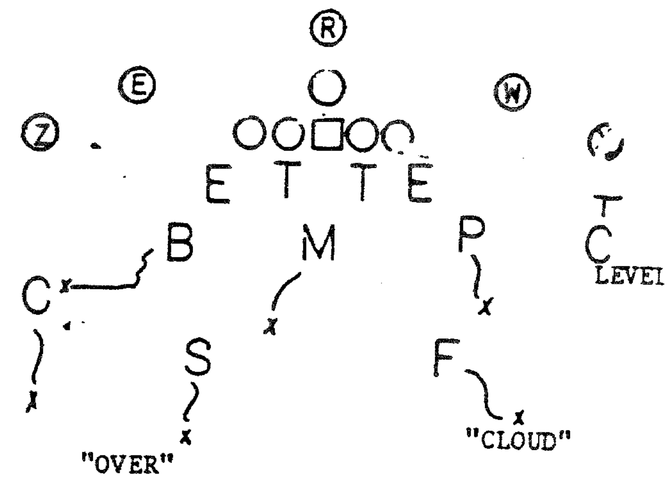
44 RIGHT

"4/WIDES":



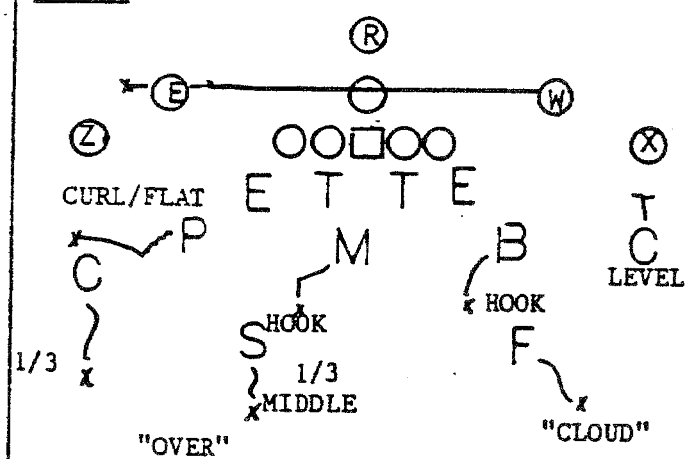
COVER 4 RIGHT

44 LEFT



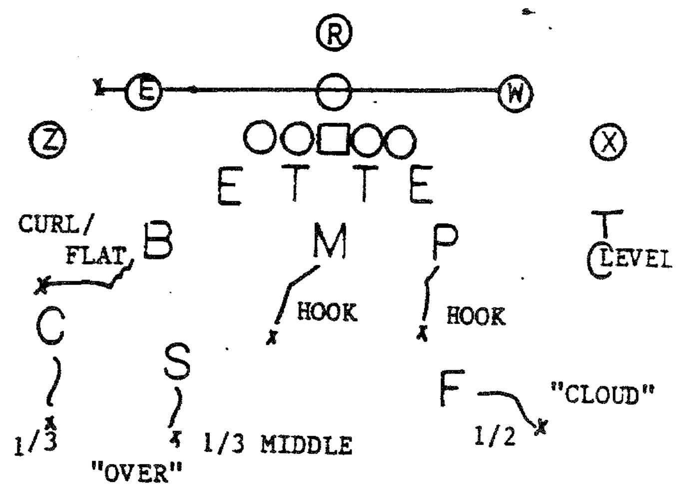
COVER 4 LEFT

TRIPS:

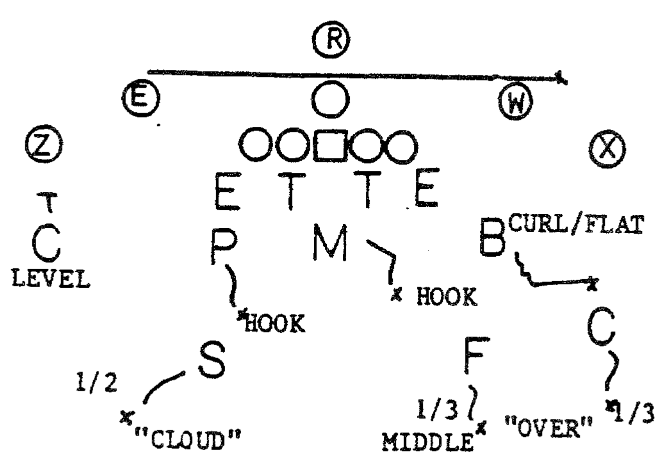


COVER 4 LEFT

4 LEFT

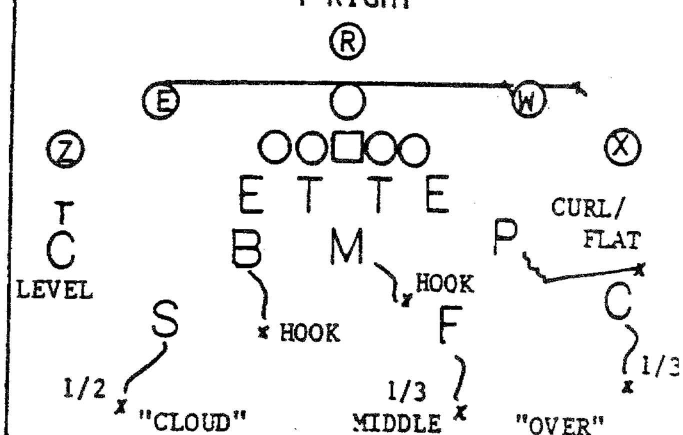


COVER 4 LEFT



COVER 4 RIGHT

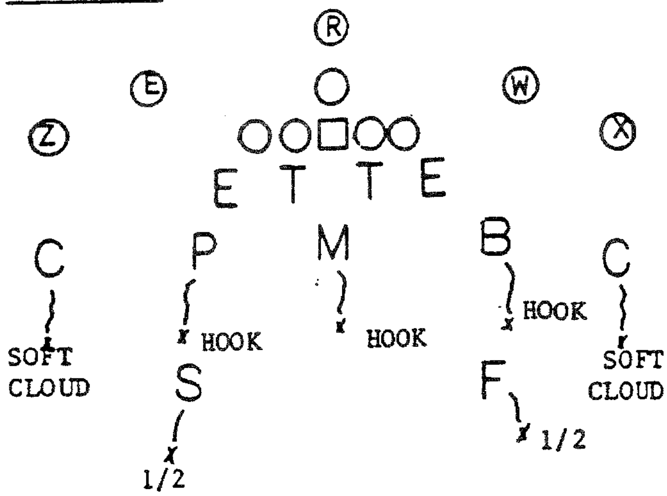
4 RIGHT



COVER 4 RIGHT

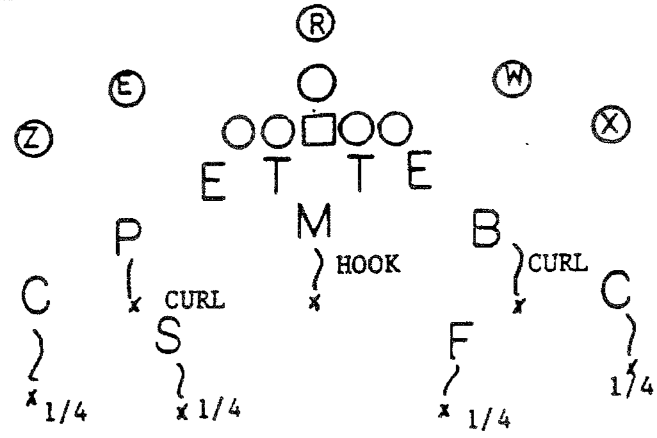
DESERT LOUIE | RAINBOW

"4/WIDES":

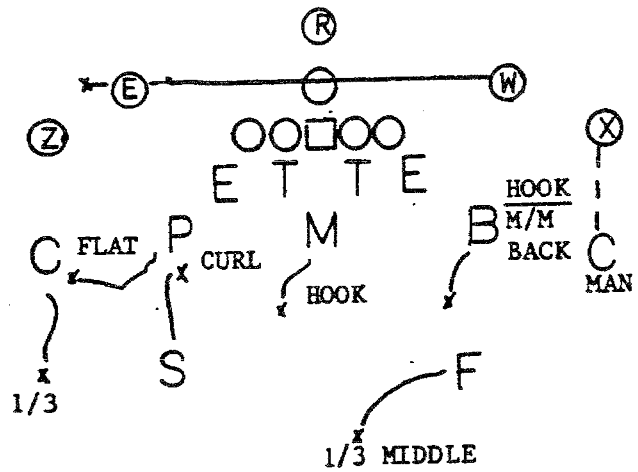


COVER 9

"4/WIDES":

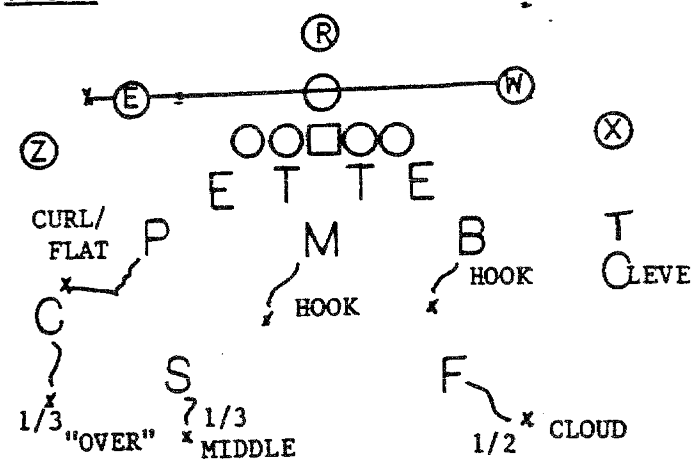


TRIPS:

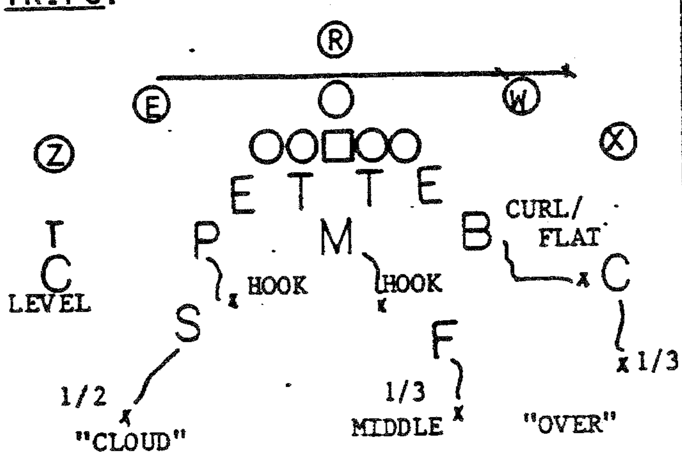


"LOUIE" (COVER 6)

TRIPS:

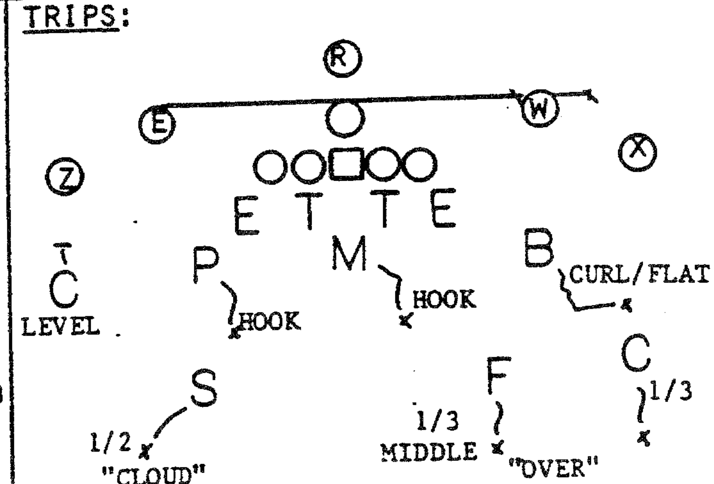


TRIPS:



COVER 4

TRIPS:



DOUBLE BULLETS FRED

1- ALIGN FRONT IN 3-4

2- NOSE POWER RUSH; ENDS ABSORB AND PEEL ON BACK

3- MIKE/PLUGGER BLITZ OVER GUARDS

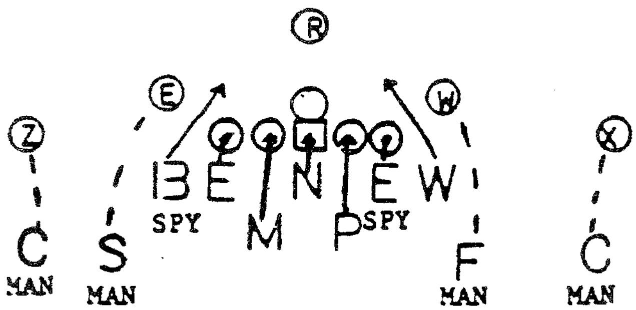
4- BUCK/WHIP DOG

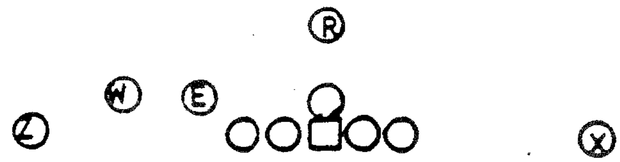
5- CORNERS/SAFETIES MAN WIDE/RECEIVERS

6- VERSUS OFF/SET BACK MIKE/PLUGGER/NOSE/FLEX END BLITZ THE GAPS TO THE SOLID/SIDE (SOLID LEFT/SOLID RIGHT CALLS MUST BE MADE)

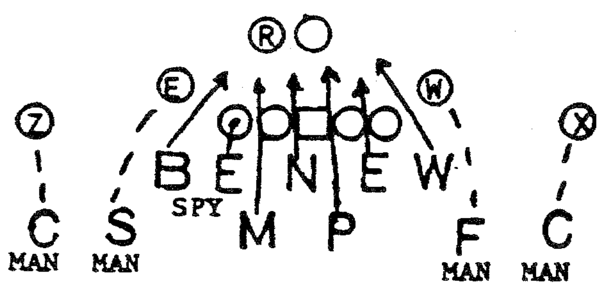
7- ALIGNED TRIPS: AUTO "DOUBLE/OVER"

"DOUBLE BULLETS" COVER FRED

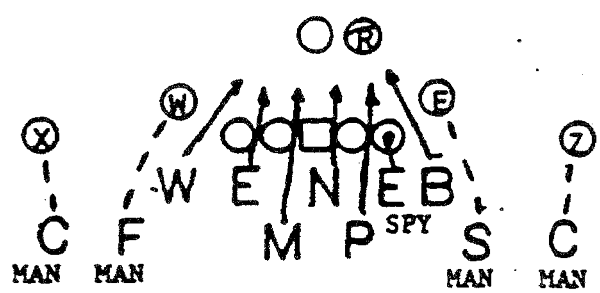




****VERSUS TRIPS: AUTO "DOUBLE OVER"



*****"GUN LEFT" CALL



*****"GUN RIGHT" CALL

FLIP DOG COVER 2

1- ALIGN FRONT IN 3-4 VERSUS "4/WIDES"

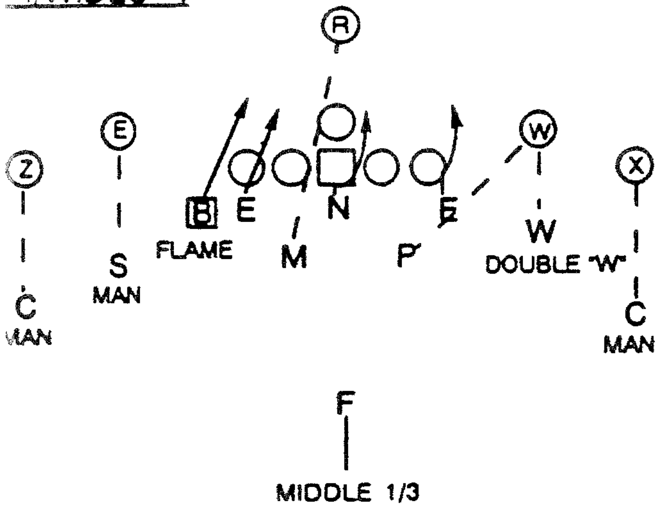
2- VERSUS BALANCED FORMATION OR TRIPS RIGHT BUCK FLAME, MIKE MAN THE REMAINING/BACK, PLUGGER AND WHIP DOUBLE "W"; CORNERS MAY "X" AND "Z"; STRONG SAFETY MAN "E"; FREE SAFETY MIDDLE 1/3 (PLAY COVER 2)

3- VERSUS TRIPS LEFT OR MOTION TO TRIPS LEFT WHIP FLAME; BUCK GIVE OFF CALL AND DOUBLE "W" WITH MIKE; PLUGGER MAN REMAINING/BACK; SECONDARY PLAY COVER 2

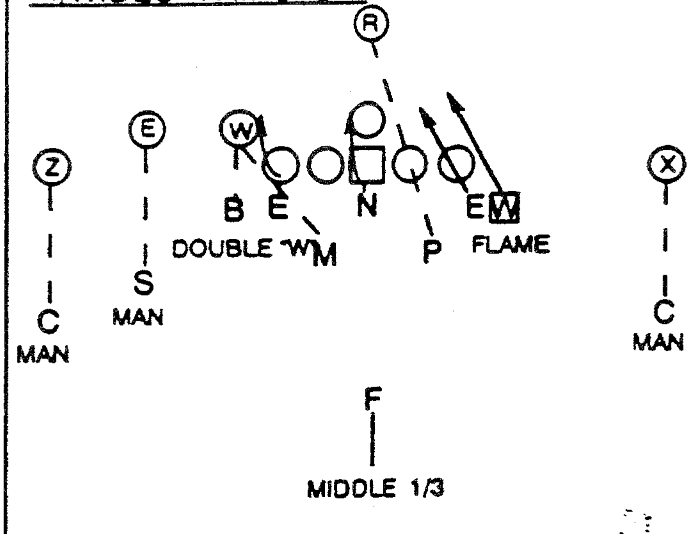
4- VERSUS TRIPS LEFT MOTION TO BALANCED FORMATION; BUCK FLAME; WHIP GIVE "OFF" CALL AND DOUBLE MOTION RECEIVER WITH PLUGGER; MIKE MAN REMAINING/BACK; SECONDARY PLAY COVER 2

SHOOT TEAM
FLIP DOG COVER 2

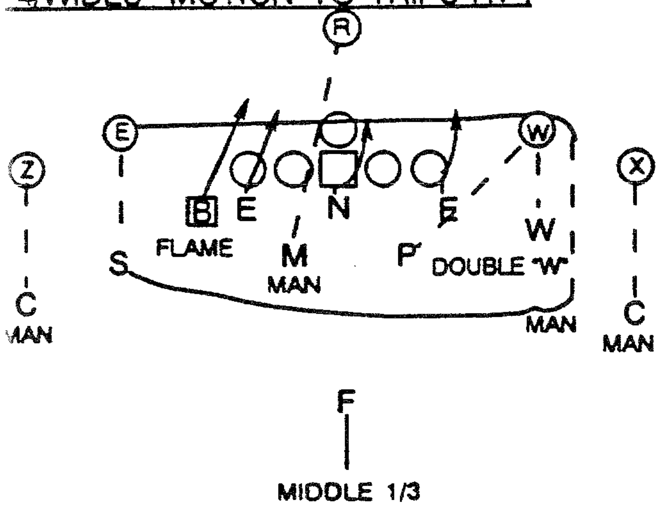
"4/WIDES ":



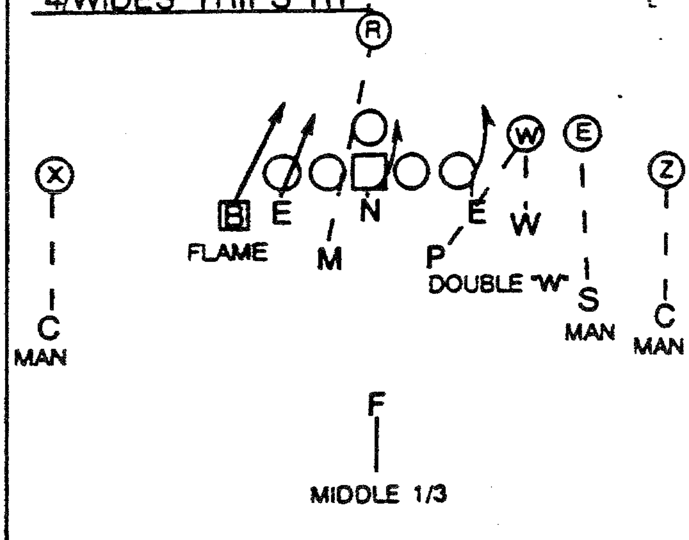
"4/WIDES TRIPS LT":



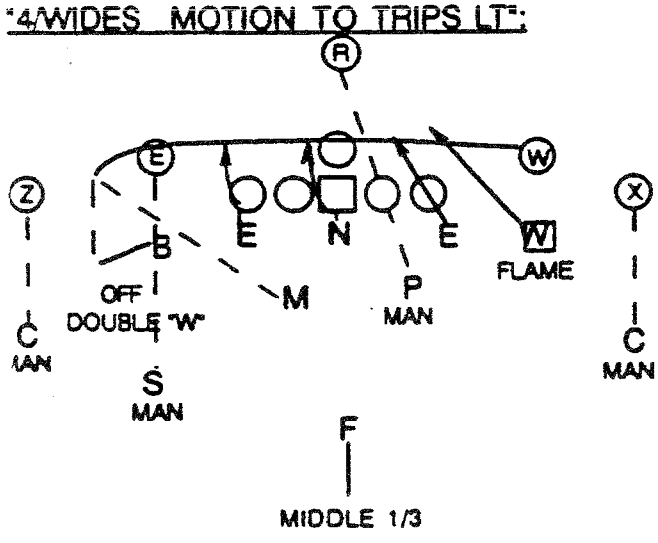
"4/WIDES MOTION TO TRIPS RT":



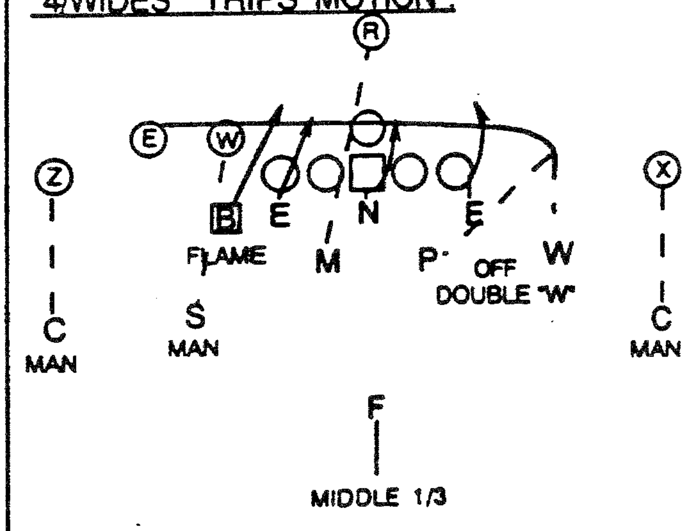
"4/WIDES TRIPS RT":



"4/WIDES MOTION TO TRIPS LT":



"4/WIDES TRIPS MOTION":



ARIZONA SLANT (BUZZ/BUZZ)

1- ALIGN IN 3-4 FRONT

2- LINEBACKERS/SECONDARY PLAY BUZZ/BUZZ VERSUS "4/WIDES" BALANCED FORMATION

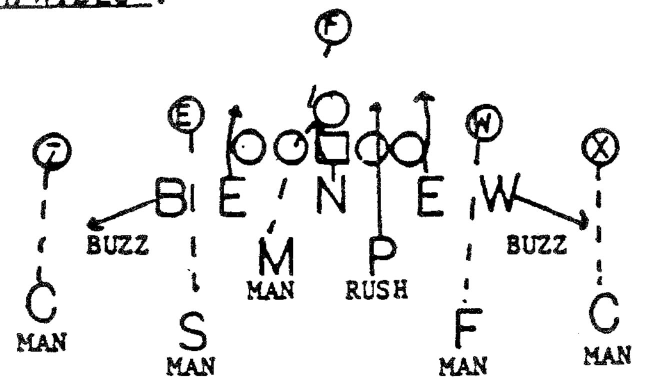
3- VERSUS TRIPS LEFT OR MOTION TO TRIPS LEFT: WHIP FLAME; MIKE/ PLUGGER "I & O" REMAINING/BACK; BUCK BUZZ; MIKE GIVE LINE "COWBOY" (SLANT LEFT); CORNERS MAN AND SAFETIES BUMP INSIDE WIDE/RECEIVERS

4- VERSUS TRIPS RIGHT OR MOTION TO TRIPS RIGHT: BUCK FLAME; MIKE/ PLUGGER "I & O" REMAINING/BACK; WHIP BUZZ; MIKE GIVE LINE "INDIAN" SLANT RIGHT; CORNERS MAN AND SAFETIES BUMP INSIDE WIDE/RECEIVERS

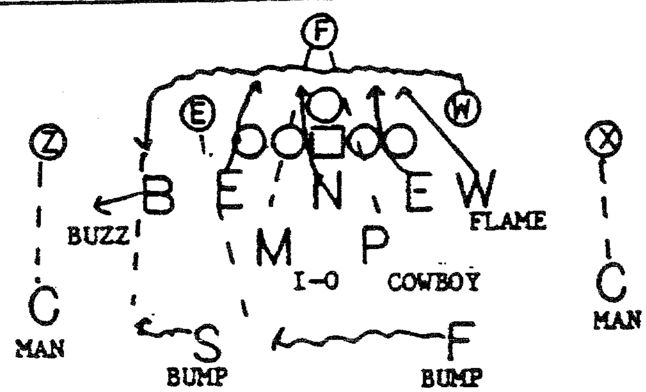
5- MOTION FROM TRIPS TO BALANCED FORMATION, MIKE "ROCKET" LINE; LINEBACKERS AND SECONDARY PLAY "BUZZ/BUZZ"

ARIZONA (BUZZ/BUZZ SLANT)

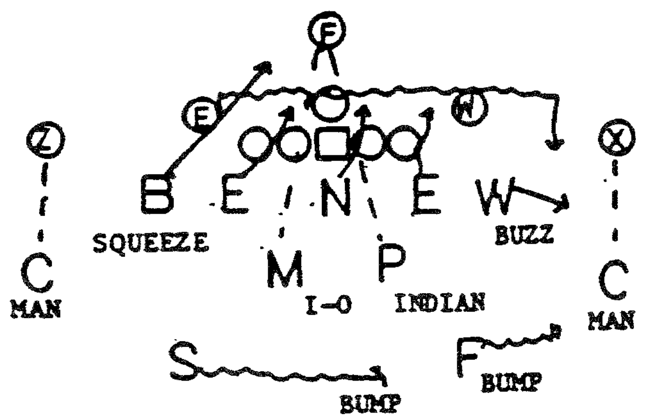
"4/WIDES":



MOTION TO TRIPS LEFT:



MOTION TO TRIPS RIGHT:



PISTOL 2/LURK

1- LINE: ALIGN "30"

2- SECONDARY/LINEBACKERS ALIGN LEFT/RIGHT

3- PLUGGER/MIKE "I & O" REMAINING/BACK (POSSIBLE SWITCH)

4- SECONDARY PLAY 2/LURK

PISTOL 7

1- LINE: ALIGN "30"

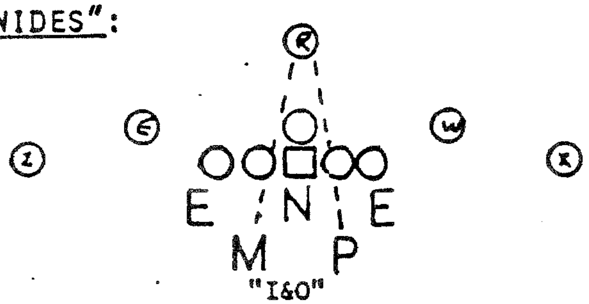
2- SECONDARY/LINEBACKERS ALIGN LEFT/RIGHT

3- PLUGGER/MIKE "I & O" REMAINING/BACK

4- SECONDARY PLAY 7

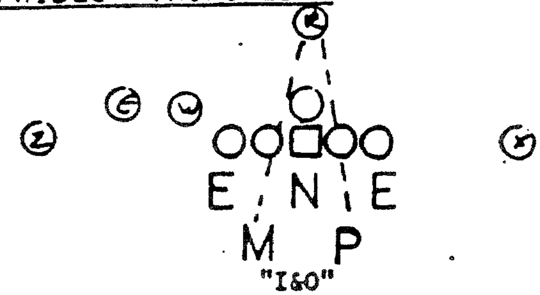
PISTOL 2 LURK/7

"4/WIDES":



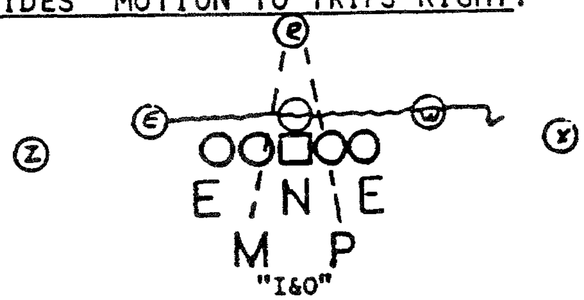
****SECONDARY PLAY COVERAGE CALLED

"4/WIDES" TRIPS LEFT:



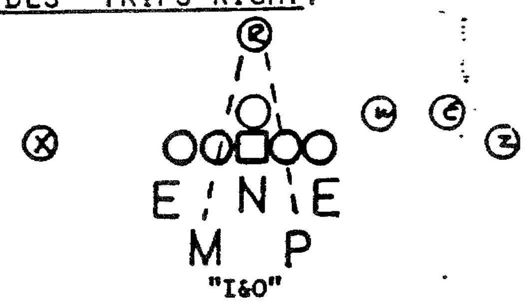
****SECONDARY PLAY COVERAGE CALLED

"4/WIDES" MOTION TO TRIPS RIGHT:



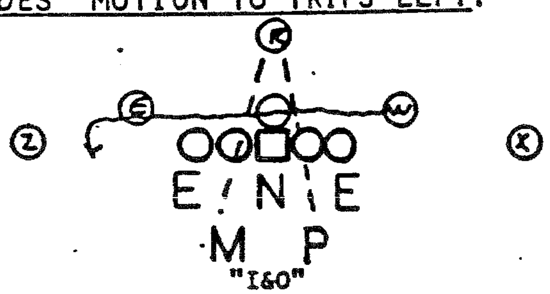
****SECONDARY PLAY COVERAGE CALLED

"4/WIDES" TRIPS RIGHT:



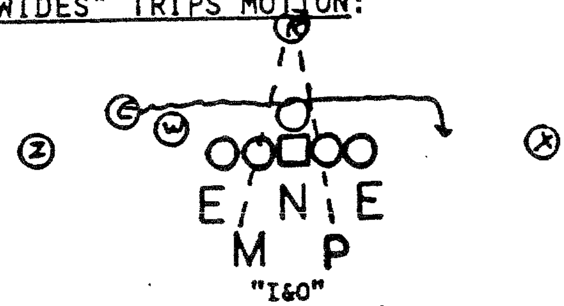
****SECONDARY PLAY COVERAGE CALLED

"4/WIDES" MOTION TO TRIPS LEFT:



****SECONDARY PLAY COVERAGE CALLED

"4/WIDES" TRIPS MOTION:



****SECONDARY PLAY COVERAGE CALLED

"COWBOY" COVER 2/BOSTON

1- LINE: ALIGN "30"; SLANT LEFT (COWBOY)

2- SECONDARY/LINEBACKERS ALIGN LEFT/RIGHT (STRONG SAFETY/FREE SAFETY SWITCH)

3- PLUGGER "SEAL GO"; MIKE/STRONG SAFETY "I & O" REMAINING/BACK (ABSORB); FREE DEFENDER LOOK FOR CROSSERS

4- SECONDARY PLAY COVER 2

DOUBLE "GO" COVER 2

1- LINE: ALIGN "30"; NOSE POWER RUSH; ENDS CONTAIN RUSH

2- SECONDARY/LINEBACKERS ALIGN LEFT/RIGHT

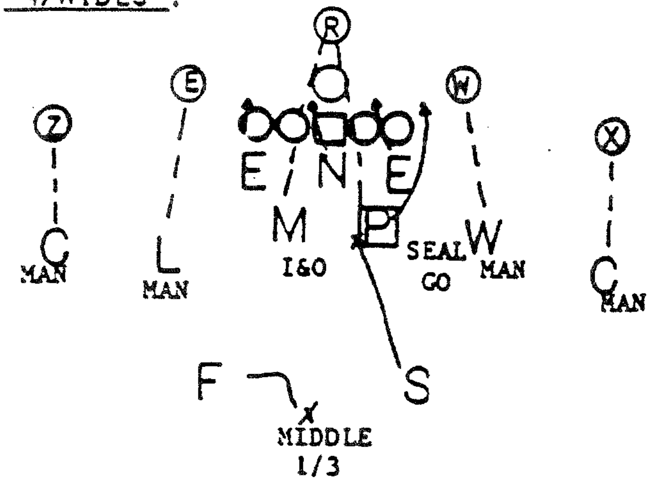
3- MIKE/PLUGGER BLITZ OVER GUARDS

4- STRONG SAFETY TAKE REMAINING/BACK

5- SECONDARY PLAY COVER 2

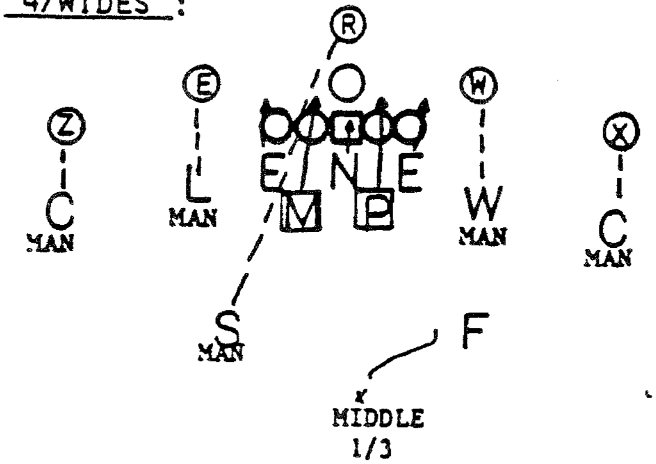
"PISTOL" TEAM

"4/WIDES":



"COWBOY" COVER 2/BOSTON

"4/WIDES":



DOUBLE "GO" COVER 2

"FLAME" RIGHT/LEFT 2/BOSTON

1- LINE: ALIGN "30"; NOSE OFFSET LEFT/RIGHT; RIGHT/LEFT END FLAME WITH PLUGGER

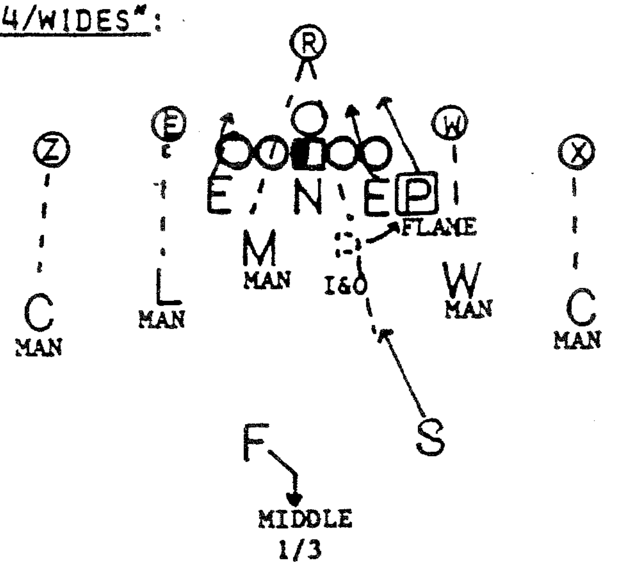
2- SECONDARY/LINEBACKERS ALIGN LEFT/RIGHT (STRONG SAFETY/FREE SAFETY SWITCH)

3- PLUGGER STEM TO RIGHT/LEFT AND RUN FLAME WITH RIGHT/LEFT END; MIKE/STRONG SAFETY "I & O" REMAINING/BACK (ABSORB); FREE DEFENDER LOOK FOR CROSSERS

4- SECONDARY PLAY COVER 2

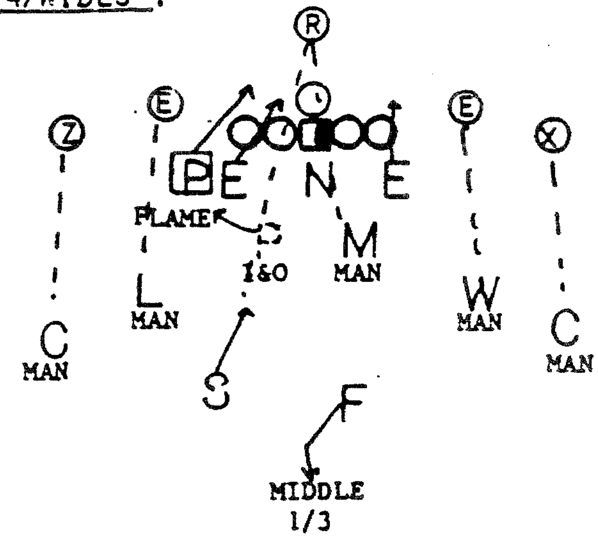
"FLAME" RIGHT 2/BOSTON

"4/WIDES":



"FLAME" LEFT 2/BOSTON

"4/WIDES":











PISTOL SWING ZONE

1- LINE: ALIGN "30"

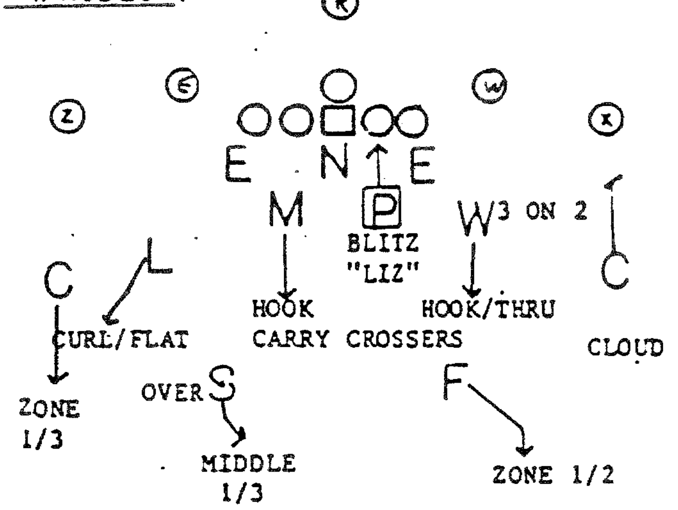
2- SECONDARY/LINEBACKERS ALIGN LEFT/RIGHT

3- PLUGGER BLITZ; IF TRIPS LEFT OR MOTION TO TRIPS LEFT ZONE FLEX HOOK; MIKE ZONE HOOK; IF TRIPS LEFT OR MOTION TO TRIPS LEFT BLITZ ("RIP/LIZ" CALLS)

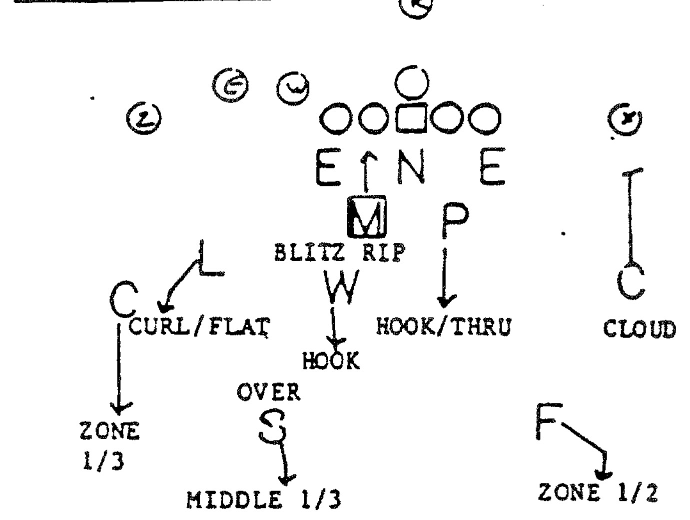
4- SECONDARY PLAY SWING ZONE

PISTOL SWING ZONE

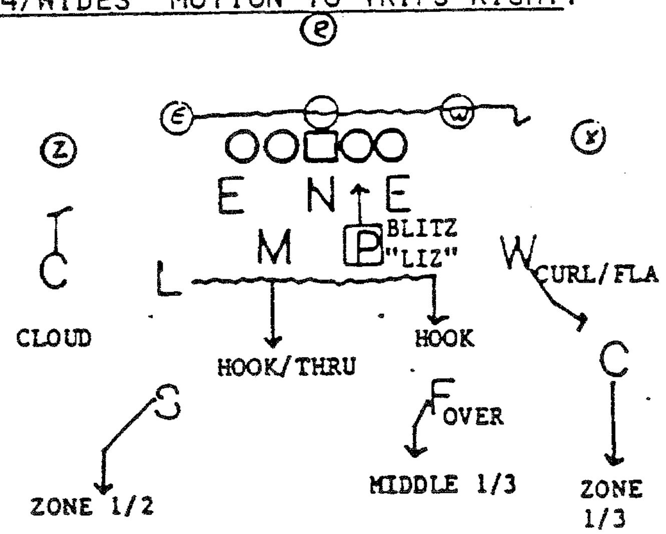
"4/WIDES":



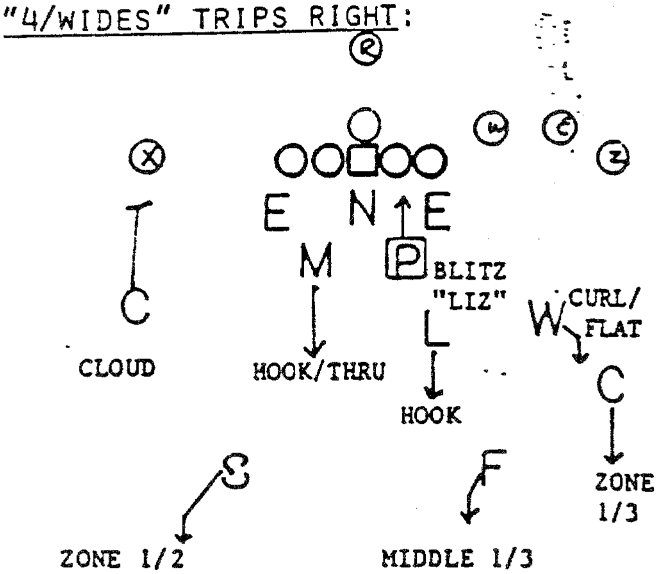
"4/WIDES" TRIPS LEFT:



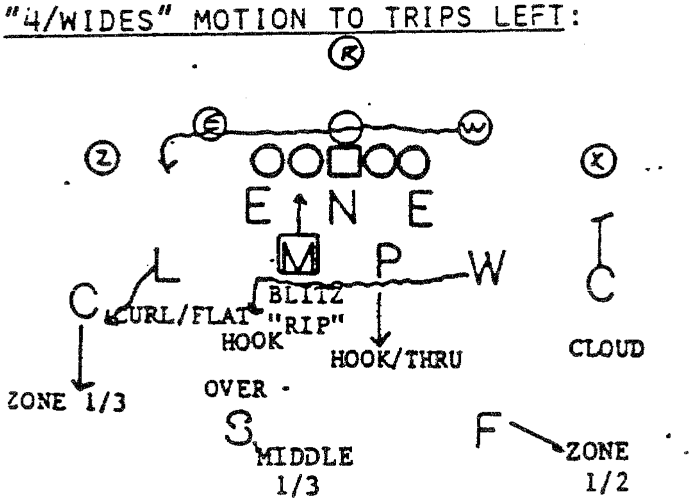
"4/WIDES" MOTION TO TRIPS RIGHT:



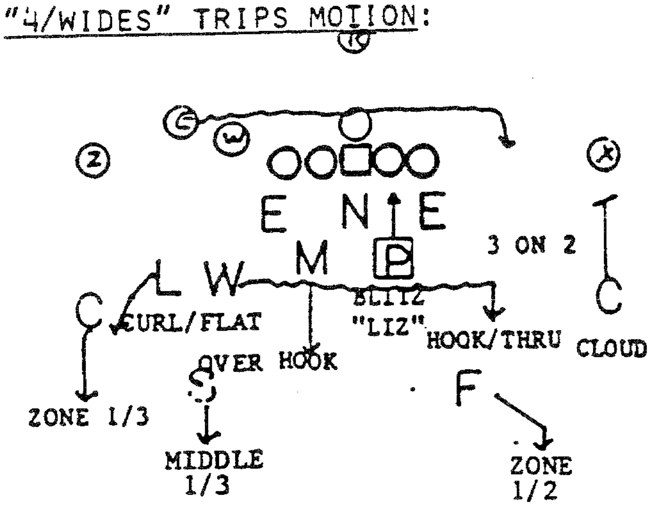
"4/WIDES" TRIPS RIGHT:



"4/WIDES" MOTION TO TRIPS LEFT:



"4/WIDES" TRIPS MOTION:



PISTOL ZONE RIGHT

1- LINE: ALIGN "30"

2- SECONDARY/LINEBACKERS ALIGN LEFT/RIGHT

3- PLUGGER BLITZ; MIKE ZONE LEFT HOOK

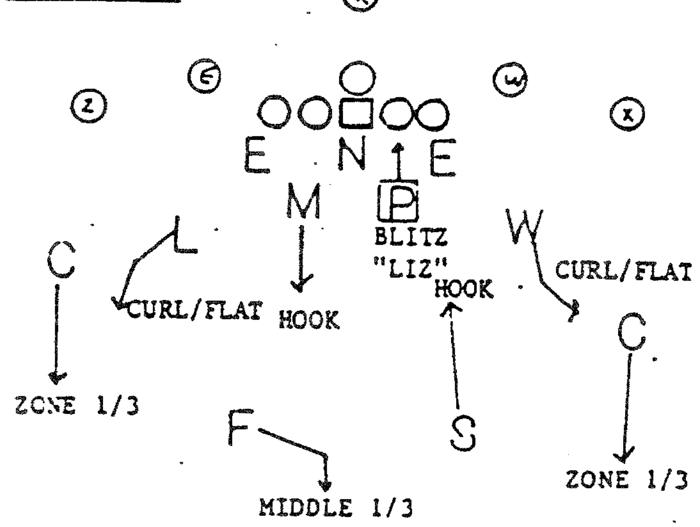
4- VERSUS "4/WIDES" BALANCE: CORNERS ZONE 1/3; LURK/WHIP ZONE CURL/FLAT; STRONG SAFETY ZONE RIGHT HOOK; FREE SAFETY ZONE MIDDLE 1/3

5- VERSUS "4/WIDES" TRIPS LEFT OR MOTION TO TRIPS LEFT; RIGHT CORNER CLOUD; WHIP ZONE 1/2; FREE SAFETY ZONE MIDDLE 1/3 (OVER); LEFT CORNER ZONE 1/3; STRONG SAFETY ZONE RIGHT HOOK; MIKE ZONE LEFT HOOK

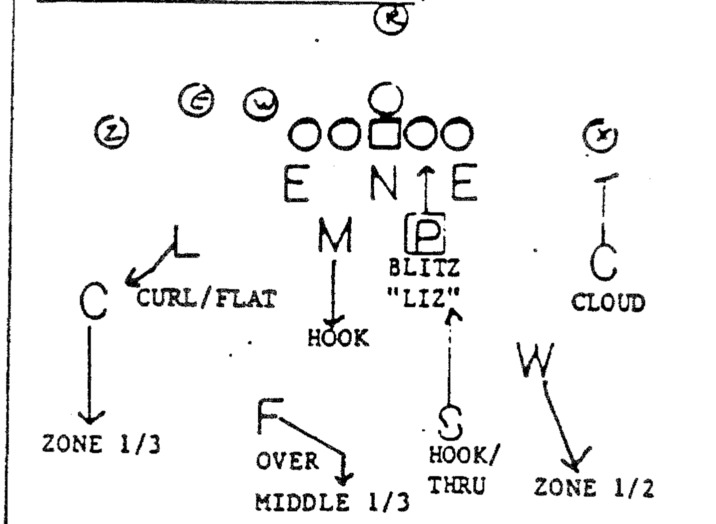
6- VERSUS "4/WIDES" TRIPS RIGHT OR MOTION TO TRIPS RIGHT: LEFT CORNER CLOUD; LURK ZONE 1/2; FREE SAFETY ZONE MIDDLE 1/3 (OVER); RIGHT CORNER ZONE 1/3; STRONG SAFETY ZONE RIGHT HOOK; MIKE ZONE LEFT HOOK

PISTOL ZONE RIGHT

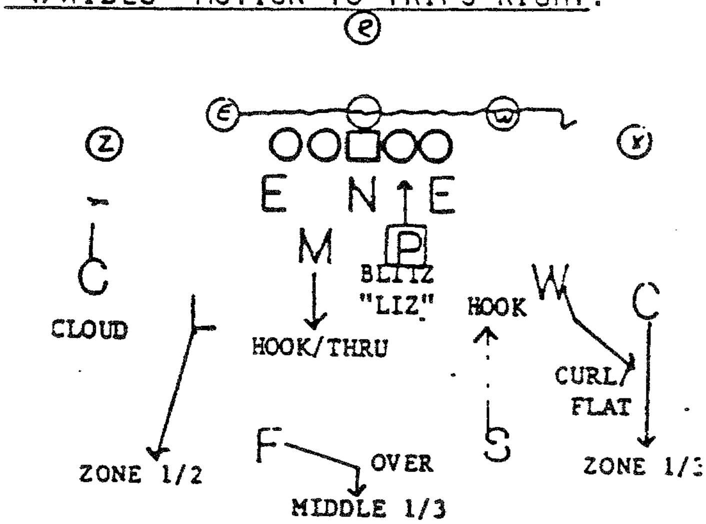
"4/WIDES":



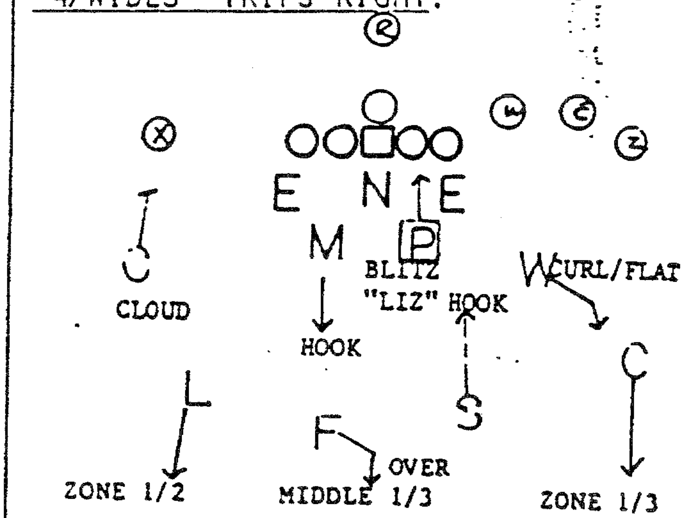
"4/WIDES" TRIPS LEFT:



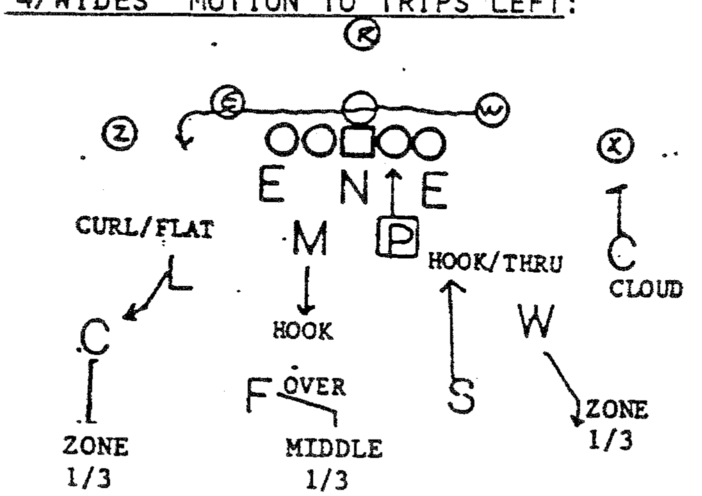
"4/WIDES" MOTION TO TRIPS RIGHT:



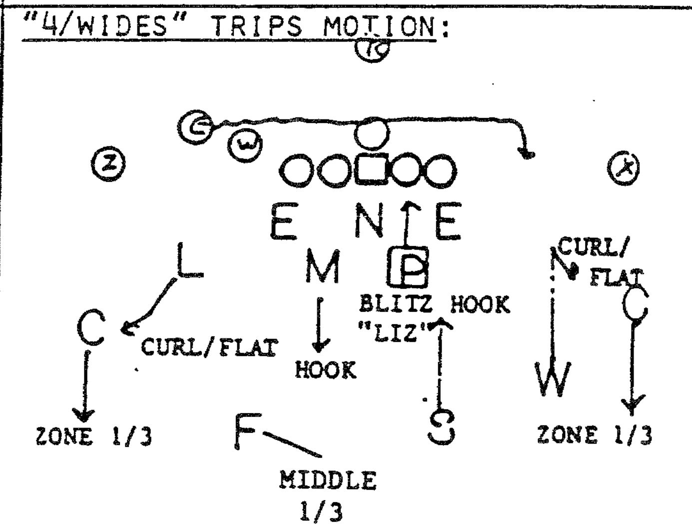
"4/WIDES" TRIPS RIGHT:



"4/WIDES" MOTION TO TRIPS LEFT:



"4/WIDES" TRIPS MOTION:



PISTOL 98

1- LINE: ALIGN "30"

2- SECONDARY/LINEBACKERS ALIGN LEFT/RIGHT

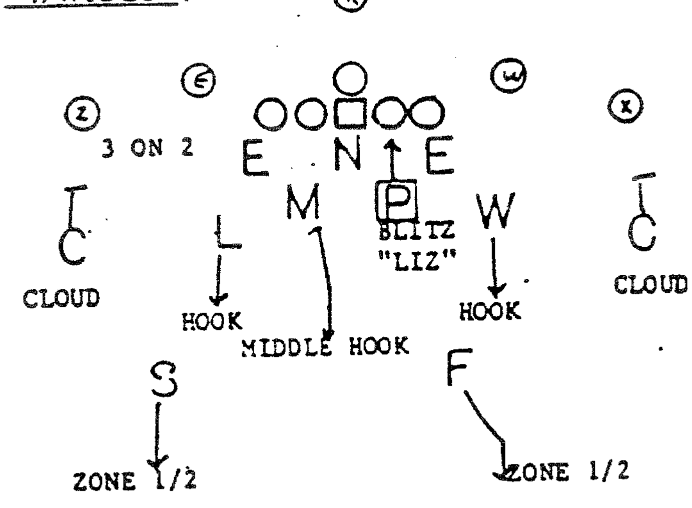
3- PLUGGER BLITZ; MIKE ZONE MIDDLE HOOK

4- SECONDARY PLAY 98

5- IF TRIPS OR MOTION TO TRIPS PLAY SWING ZONE RULES

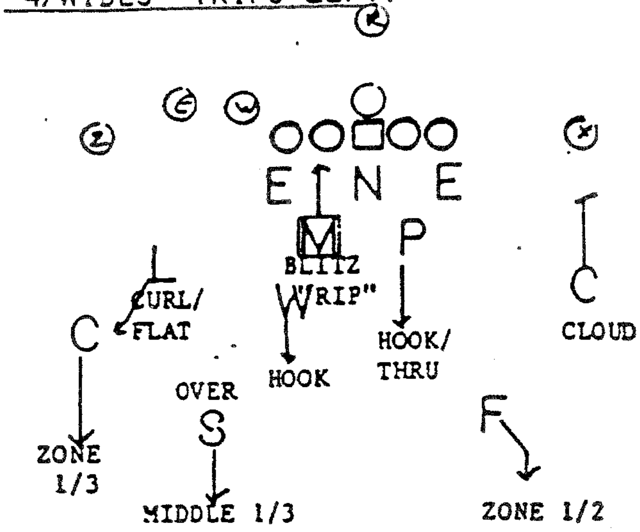
PISTOL 98

"4/WIDES":



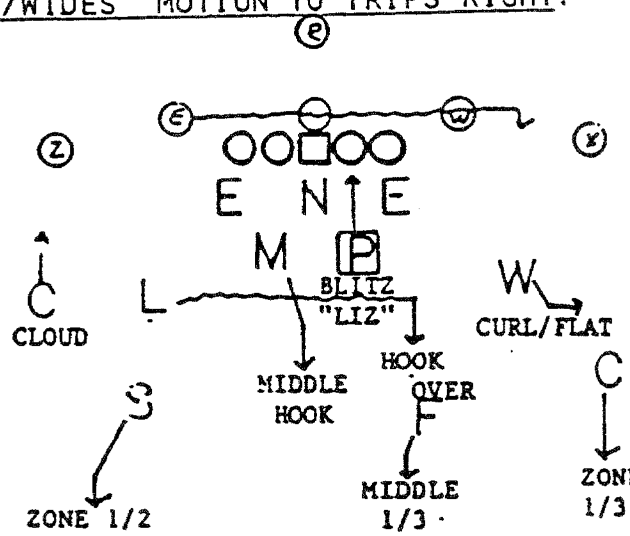
****SECONDARY PLAY 98

"4/WIDES" TRIPS LEFT:



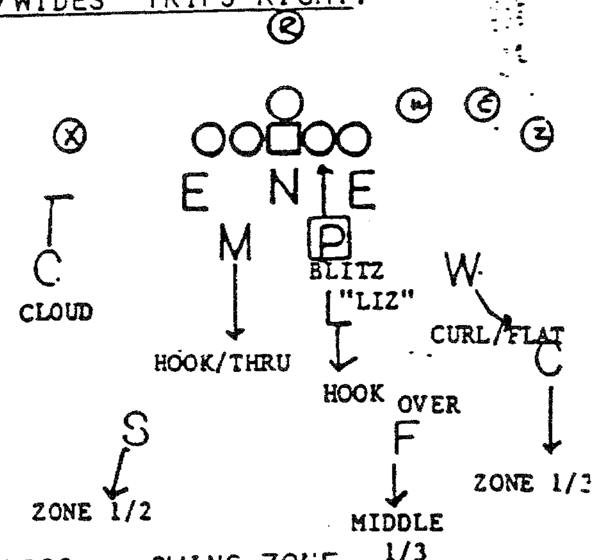
****98 TO SWING ZONE

"4/WIDES" MOTION TO TRIPS RIGHT:



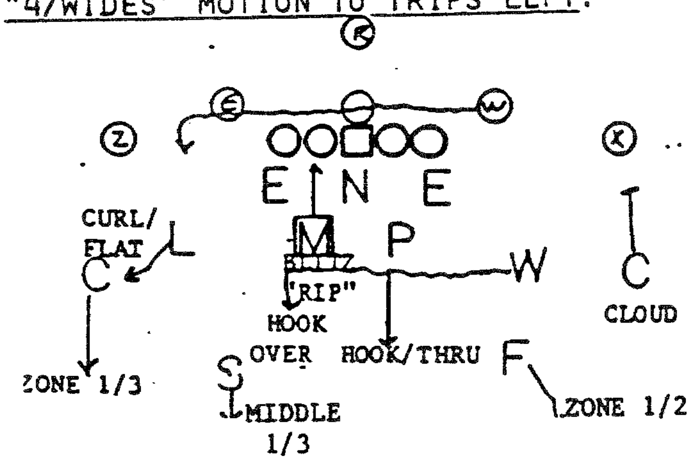
****98 TO SWING ZONE

"4/WIDES" TRIPS RIGHT:

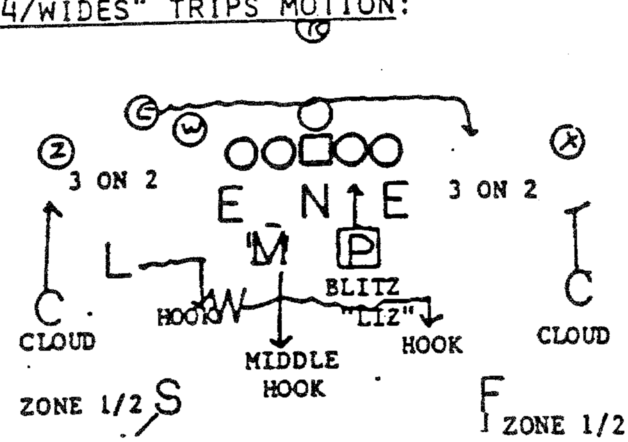


****98 TO SWING ZONE

"4/WIDES" MOTION TO TRIPS LEFT:



"4/WIDES" TRIPS MOTION:



BLISTER DOUBLE KEY COVER 2

1- LINE: NOSE ON CENTER PLAY 2/GAP; ENDS ALIGN ON OFFENSIVE TACKLES AND READ OFFENSIVE GUARD FOR "OSKIE" RUSH OR "CONTAIN" RUSH

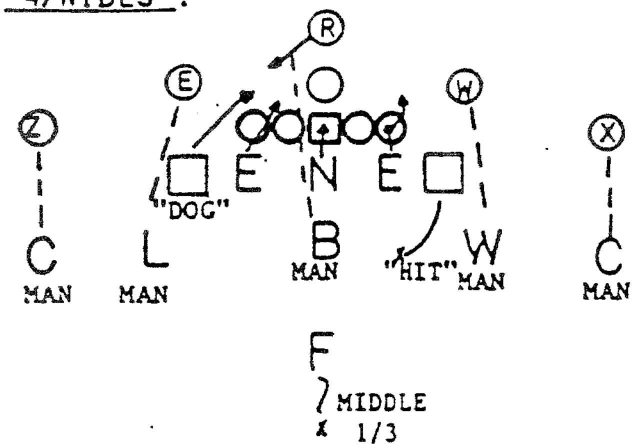
2- ELEPHANTS: ALIGN LEFT AND RIGHT IN TWO/POINT STANCE; KEY THE BACK TO YOUR "DOG"; AWAY FROM YOU SLIDE INSIDE AND PLAY CUTBACKS ON RUN; ON PASS LOOK FOR CROSSERS; IF THE BACK STARTS ONE/WAY AND GOES THE OTHER ON A COUNTER MOVE WE HAVE A "DOUBLE/ DOG"

3- BUCK HAS THE BACK MAN TO MAN

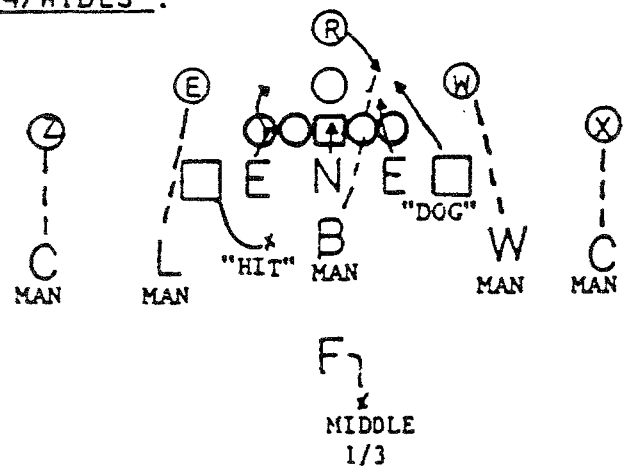
4- SECONDARY PLAY COVER 2 RULES

BLISTER DOUBLE KEY COVER 2

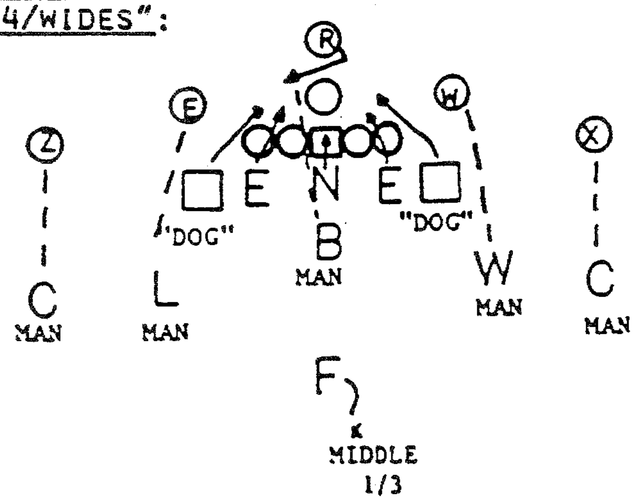
"4/WIDES":



"4/WIDES":



"4/WIDES":



BLISTER 30 LEFT/30 RIGHT

1- LINE: NOSE ON THE CENTER 2/GAP, TWO/WAY PASS RUSH; ENDS, BASE 34 ALIGNMENT, CONTAIN RUSH

2- BUCK: ALIGN IN BUBBLE AWAY FROM CALL AND TAKE IT HOOK

3- WHIP: 30 LEFT; TWO (2) RECEIVERS YOUR SIDE PLAY "SKY" ON #2; ONE (1) RECEIVER YOUR SIDE PLAY "CURL/FLAT"; THREE (3) RECEIVERS YOUR SIDE PLAY "THUNDER/SUN"

4- TIM: ALIGN AS OUTSIDE/BACKER TO CALL SIDE; TWO (2) RECEIVERS YOUR SIDE, DROP TO CURL; ONE (1) RECEIVER YOUR SIDE, DROP TO CURL/FLAT; THREE (3) RECEIVERS YOUR SIDE, DROP TO CURL

5- CHARLES: ALIGN AS INSIDE/BACKER TO CALL SIDE; TWO (2) RECEIVERS YOUR SIDE, PLAY THE HOOK; ONE (1) RECEIVER YOUR SIDE PLAY THE HOOK; THREE (3) RECEIVERS YOUR SIDE, PLAY THE HOOK

6- LURK: ALIGN LEFT ON 30 LEFT/30 RIGHT
30 LEFT: TWO (2) RECEIVERS YOUR SIDE "SUN"
ONE (1) RECEIVER LEFT, YOU ARE ALIGNED RIGHT VERSUS TRIPS AND PLAY "CURL" ("THUNDER" CALL)
MOTION TO TRIPS RIGHT GO TO THE RIGHT AND PLAY CURL ("THUNDER" CALL)
TRIPS RIGHT ALIGNED AND THEN MOTION AWAY, GO LEFT SIDE AND PLAY "SUN"
30 RIGHT: TWO (2) RECEIVERS ALIGNED LEFT, PLAY "SKY" ON #2
ONE (1) RECEIVER LEFT, PLAY "CURL/FLAT"
THREE (3) RECEIVERS LEFT, PLAY "SUN"

7- WHIP: TWO (2) RECEIVERS YOUR SIDE "SUN"; ONE (1) RECEIVER RIGHT, YOU ARE ALIGNED LEFT VERSUS TRIPS AND PLAY CURL ("THUNDER" CALL); MOTION TO TRIPS LEFT GO TO THE LEFT AND PLAY "CURL" ("THUNDER" CALL); TRIPS LEFT ALIGNED AND THEN MOTION AWAY, RIGHT SIDE AND PLAY "SUN"

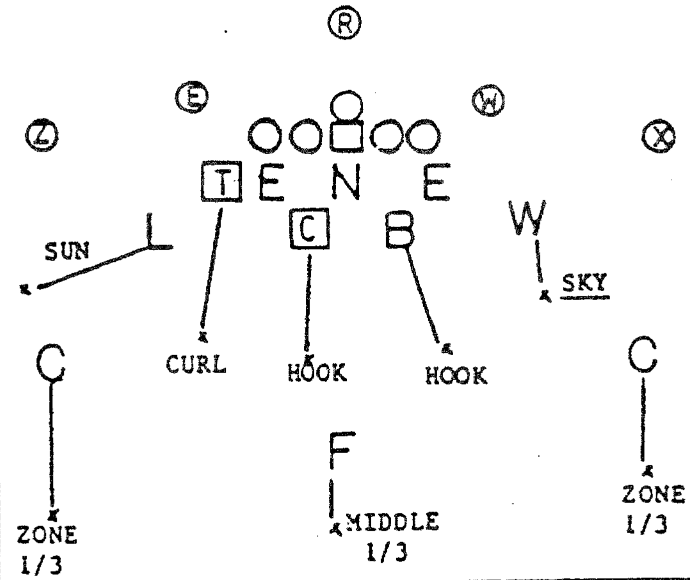
BLISTER 30 LEFT/30 RIGHT (CONTINUED)

8- CORNERS: STAY LEFT AND RIGHT AND PLAY ZONE 1/3

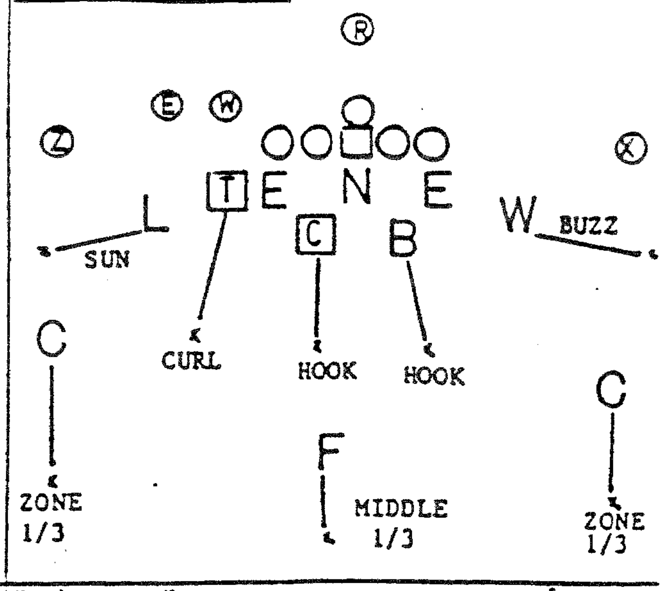
9- FREE SAFETY: PLAY MIDDLE 1/3

BLISTER 30/LEFT

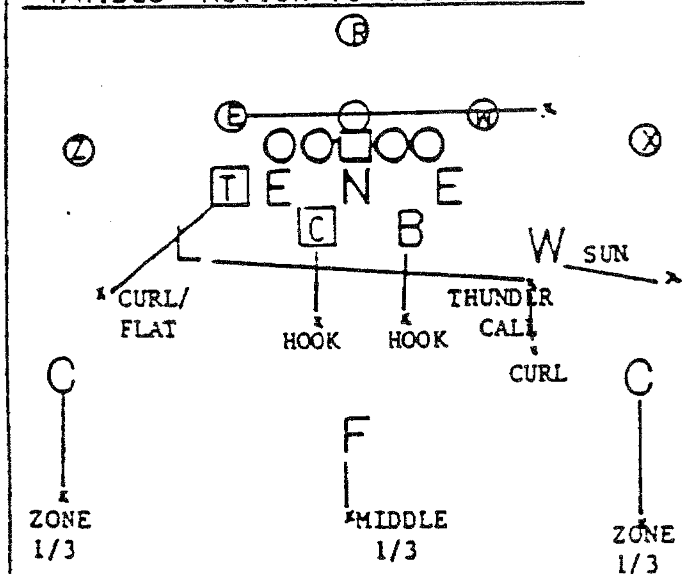
"4/WIDES":



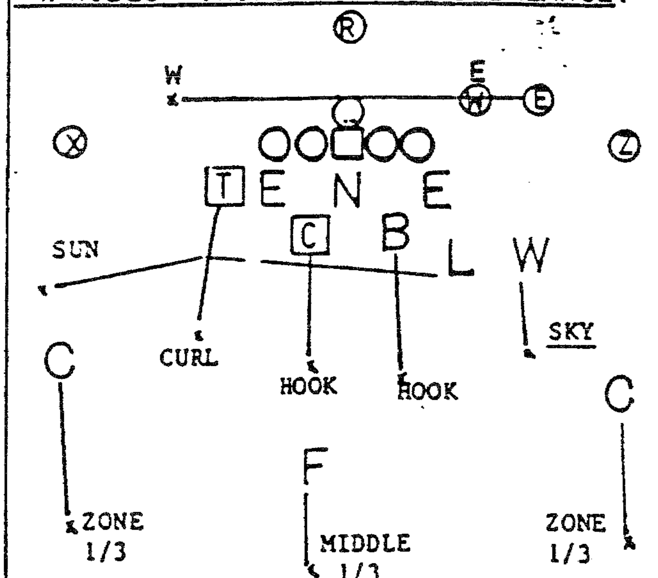
"4/WIDES" TRIPS:



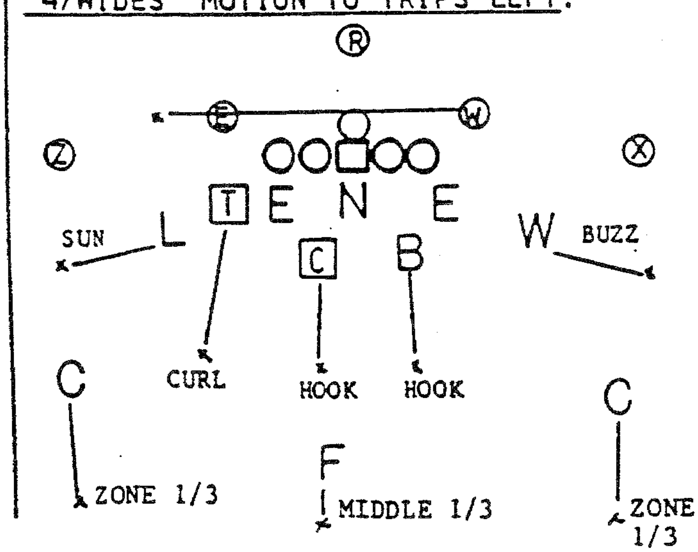
"4/WIDES" MOTION TO TRIPS RIGHT:



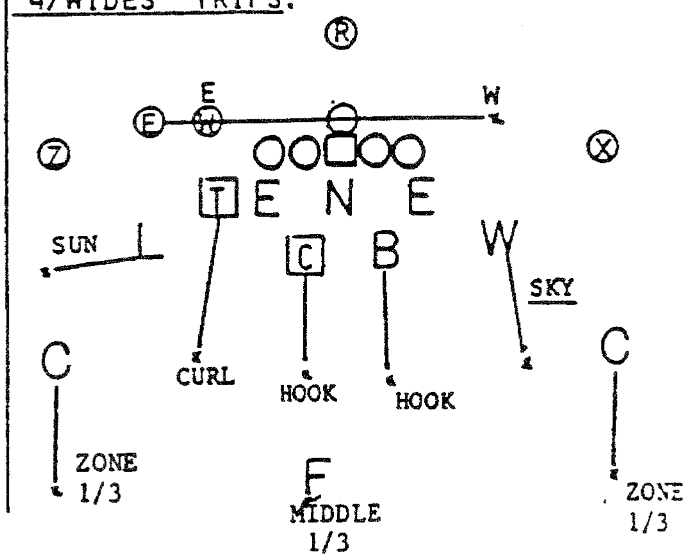
"4/WIDES" TRIPS MOTION TO BALANCE:



"4/WIDES" MOTION TO TRIPS LEFT:

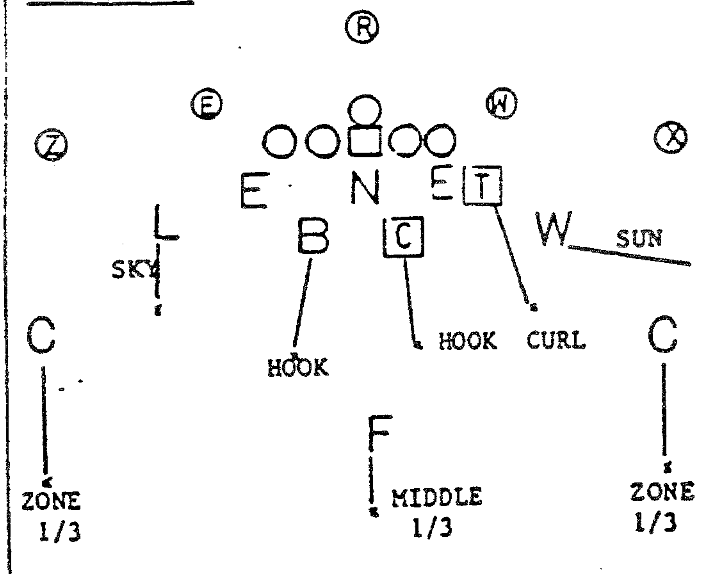


"4/WIDES" TRIPS:

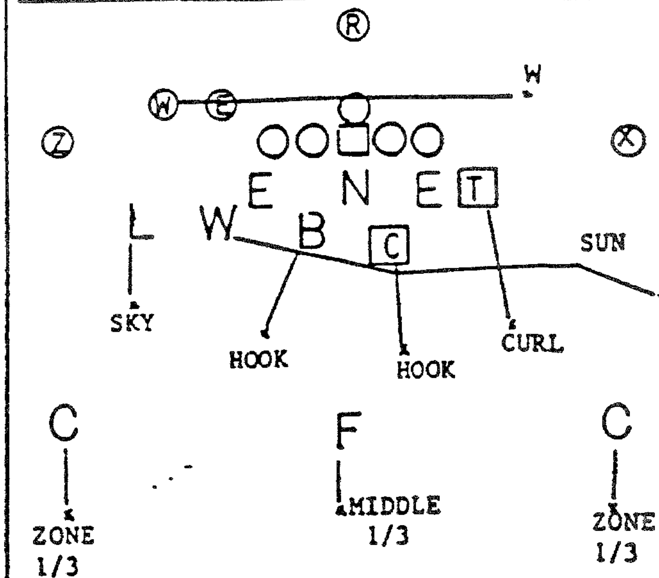


BLISTER 30/RIGHT

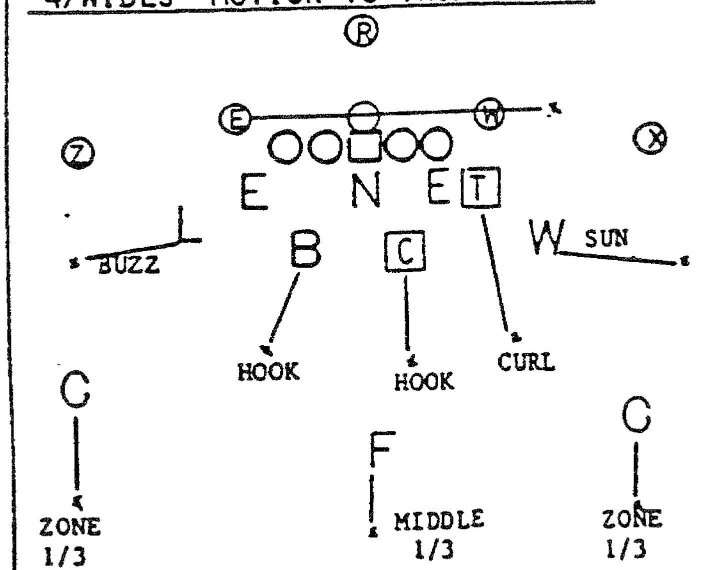
"4/WIDES":



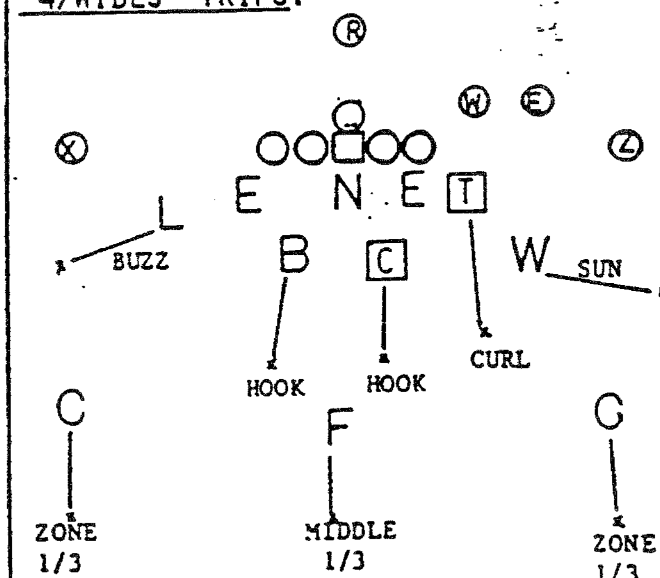
"4/WIDES" TRIPS MOTION TO BALANCE:



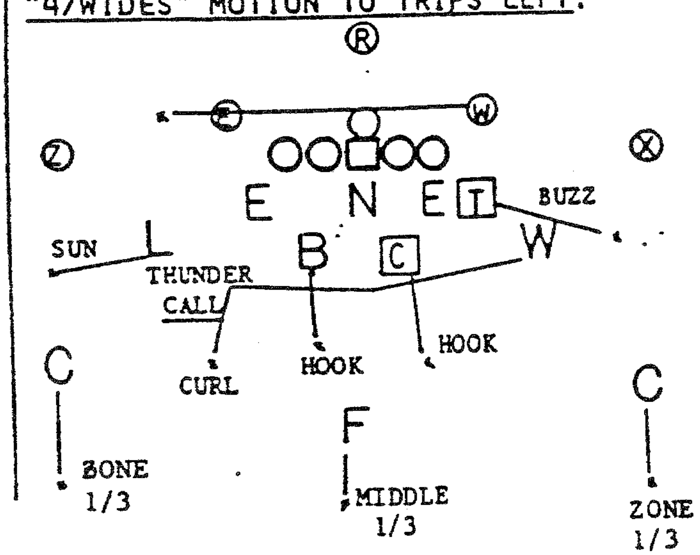
"4/WIDES" MOTION TO TRIPS RIGHT:



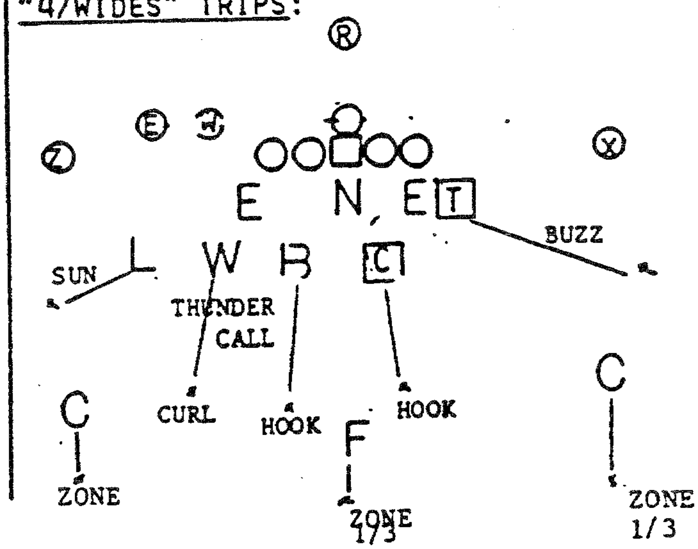
"4/WIDES" TRIPS:



"4/WIDES" MOTION TO TRIPS LEFT:



"4/WIDES" TRIPS:



<u>PASO COVER 2/SALLY</u>

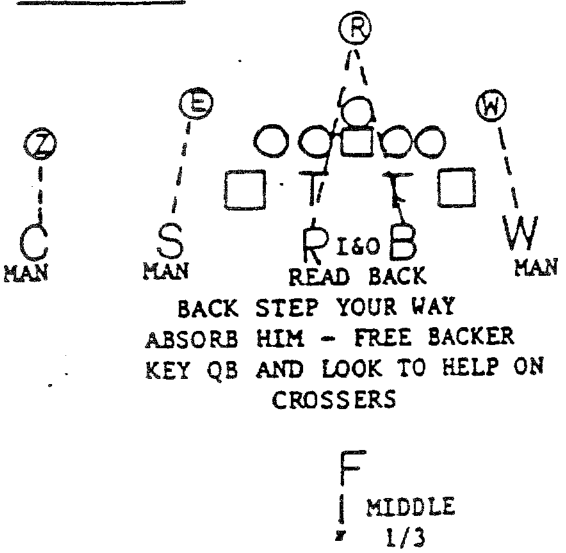
1- CORNERS/STRONG SAFETY/WHIP ARE M/M ON THEIR RESPECTIVE RECEIVERS

2- ROVER/BUCK "I & O" REMAINING/BACK; BACK STEP YOUR WAY ABSORB HIM; BACK GO AWAY FROM YOU KEY QUARTERBACK AND LOOK TO HELP ON CROSSERS

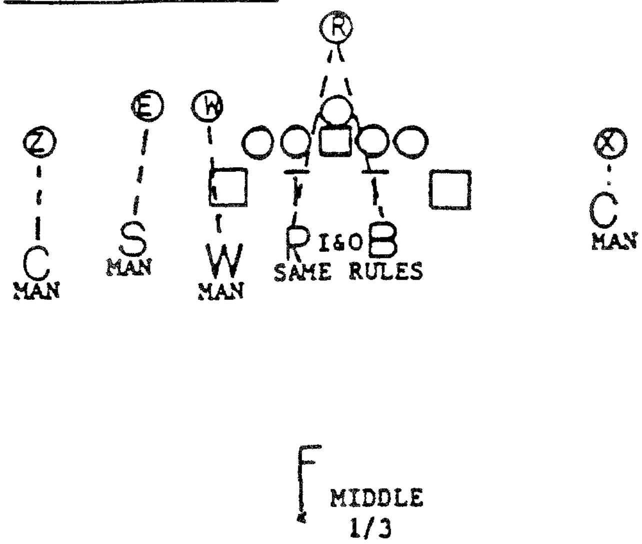
3- FREE SAFETY HAS MIDDLE 1/3

PASO COVER 2/SALLY

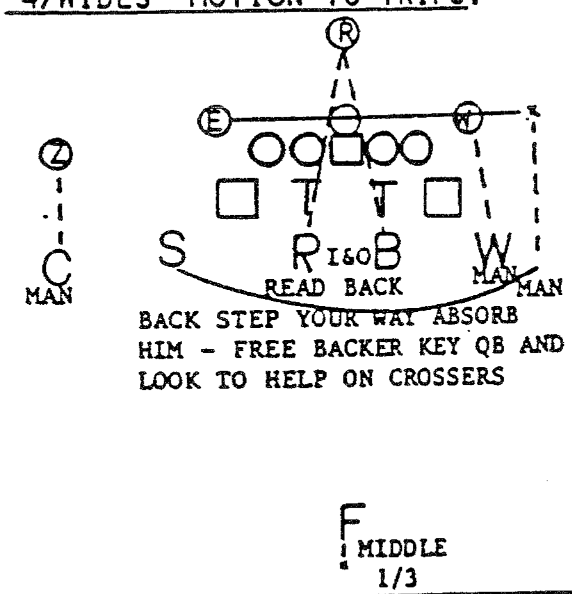
"4/WIDES":



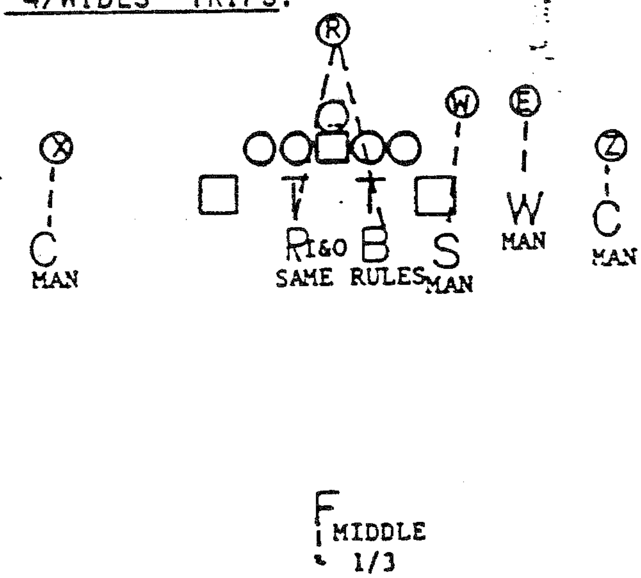
"4/WIDES" TRIPS:



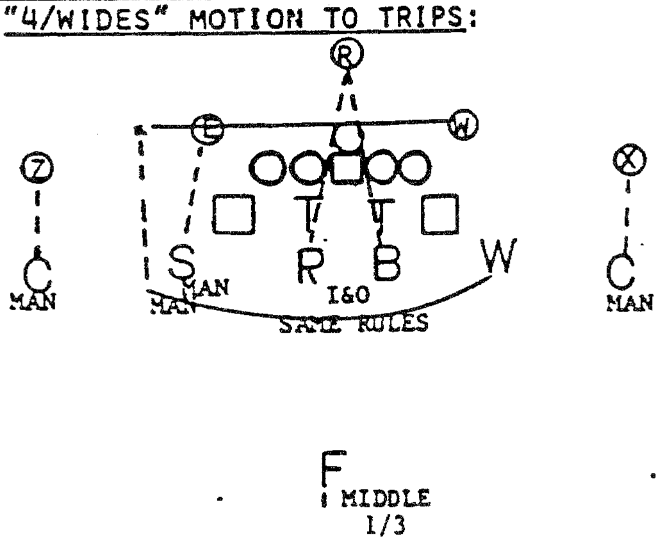
"4/WIDES" MOTION TO TRIPS:



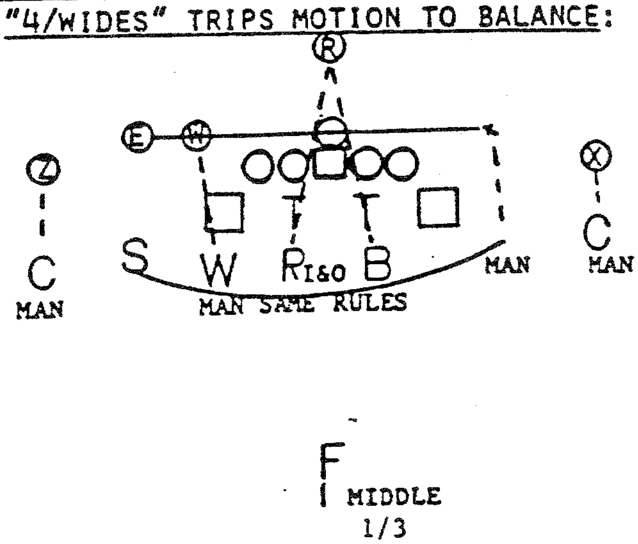
"4/WIDES" TRIPS:



"4/WIDES" MOTION TO TRIPS:



"4/WIDES" TRIPS MOTION TO BALANCE:



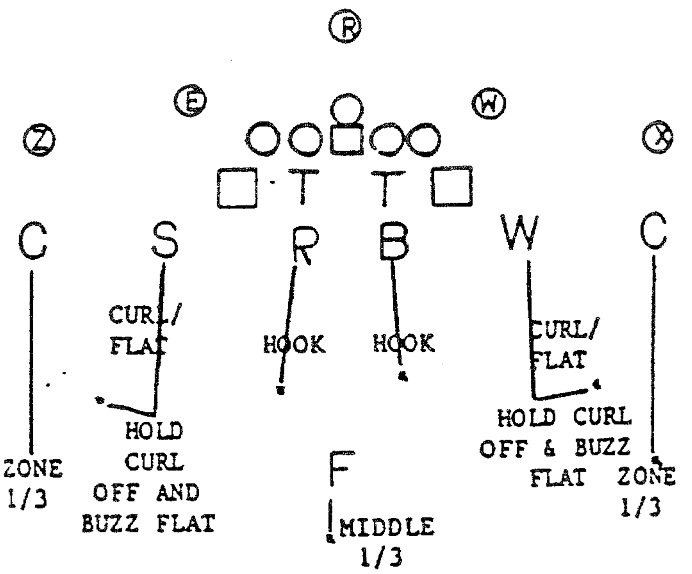
PASO DOUBLE CURLS

1- VERSUS "4/WIDES" BALANCE: CORNERS ALIGN LEFT AND RIGHT AND PLAY ZONE 1/3; STRONG SAFETY ALIGN LEFT; WHIP ALIGN RIGHT AND PLAY CURL/FLAT (HOLD CURL OFF BEFORE YOU GO TO FLAT; ROVER AND BUCK PLAY THE HOOKS; FREE SAFETY HAS THE MIDDLE 1/3

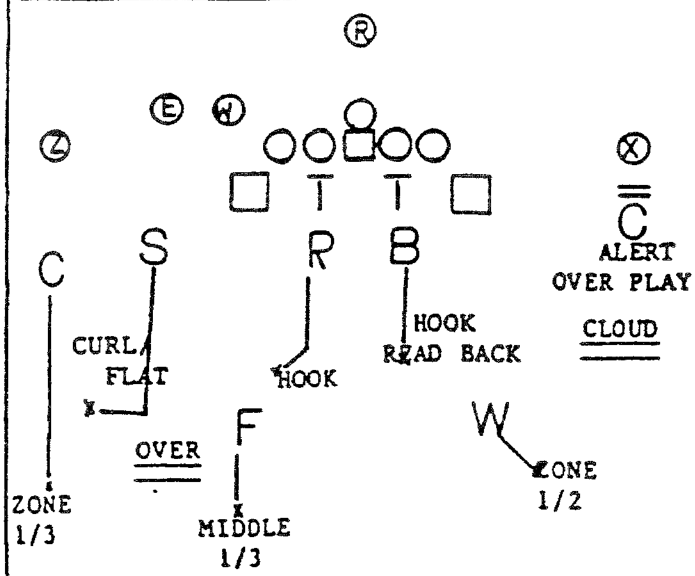
2- VERSUS "4/WIDES" MOTION TO TRIPS: CLOUD THE ONE (1) RECEIVER SIDE AND OVER TO THREE (3) RECEIVER SIDE (TRIPS SIDE)

PASO DOUBLE CURLS

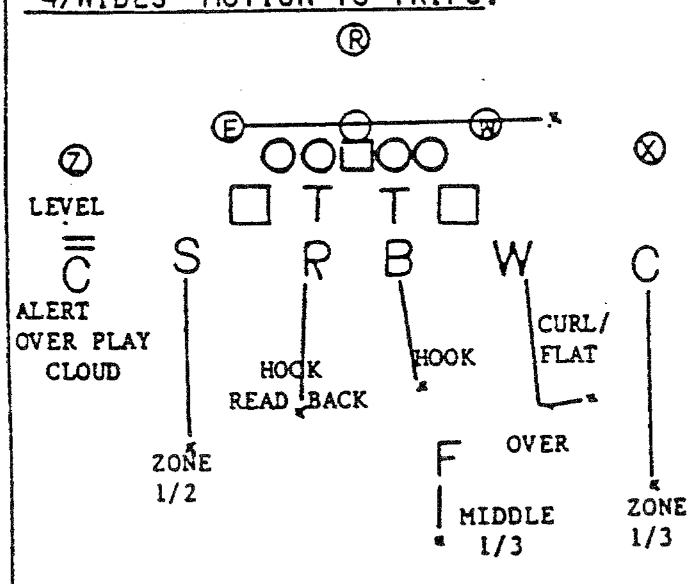
"4/WIDES":



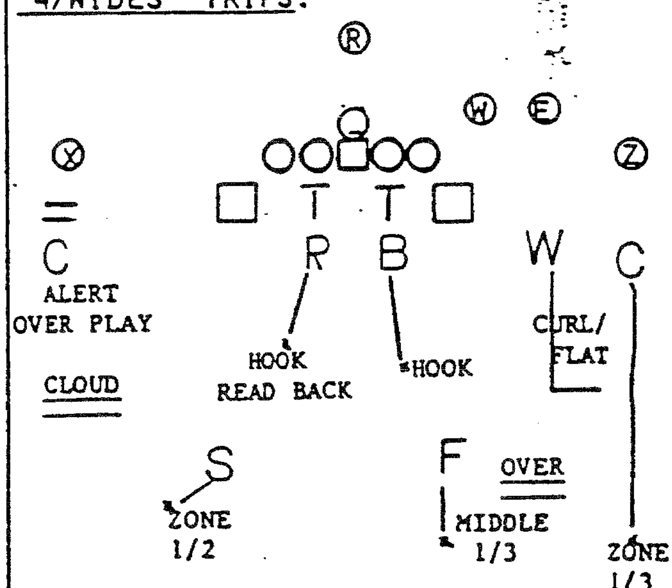
"4/WIDES" TRIPS:



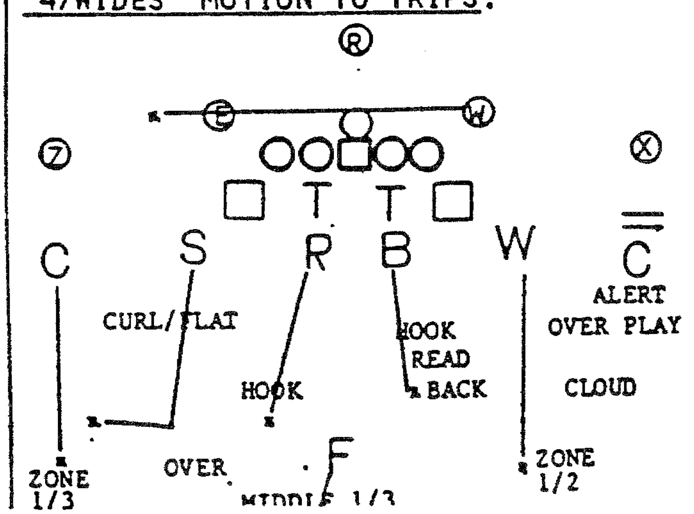
"4/WIDES" MOTION TO TRIPS:



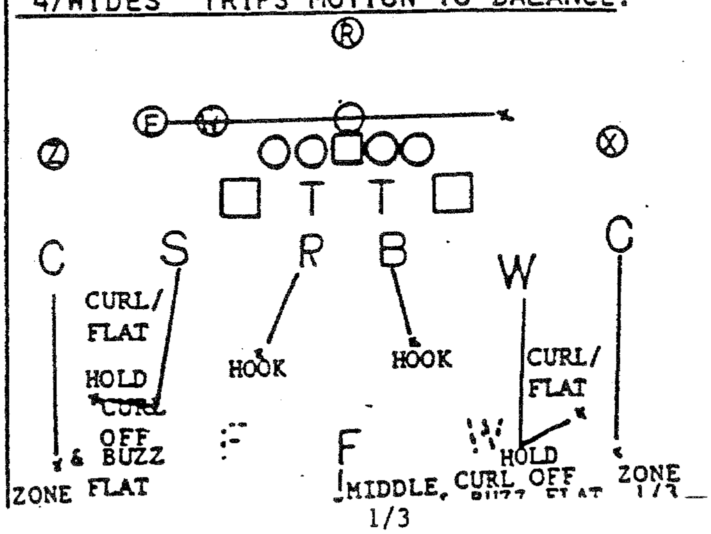
"4/WIDES" TRIPS:



"4/WIDES" MOTION TO TRIPS:



"4/WIDES" TRIPS MOTION TO BALANCE:



LARK/ROBIN

1- LINE ALIGN IN 30

2- WHIP/STRONG SAFETY ALIGN TO SIDE OF CALL; BUCK/FREE SAFETY ALIGN AWAY FROM CALL; CORNERS, MIKE/PLUGGER ALIGN LEFT AND RIGHT

3- VERSUS "4/WIDES" BALANCED CLOUD TO SIDE OF CALL, OVER AWAY FROM CALL

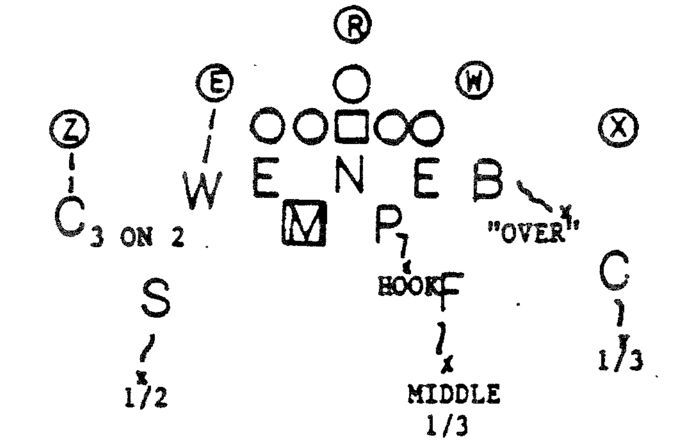
4- TRIPS OR MOTION TO TRIPS AWAY FROM CALL WHIP DOG, LINE PORT/ STAR, BUCK OVER TECHNIQUE

5- TRIPS OR MOTION TO TRIPS TO SIDE OF CALL, BUCK DOG, LINE PORT/STAR, SECONDARY PLAY COVER 6

6- IF TRIPS TO CALL AND MOTION BF WIDE RECEIVER AWAY FROM CALL, SECONDARY GOES FROM COVER 6 TO CLOUD AND OVER; MIKE GIVE "ROCKET" AND "GO" CALL

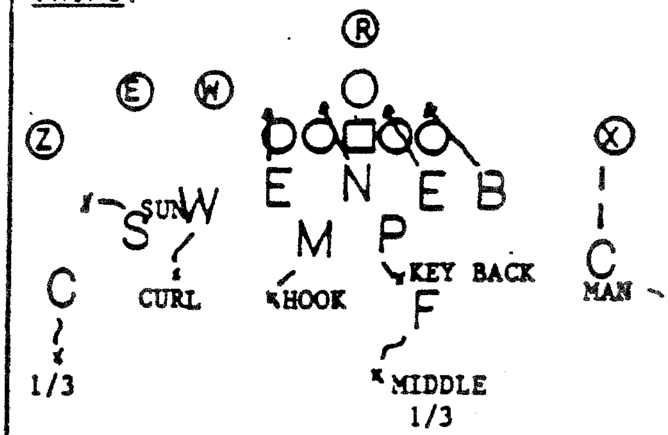
LARK/ROBIN

"4/WIDES":



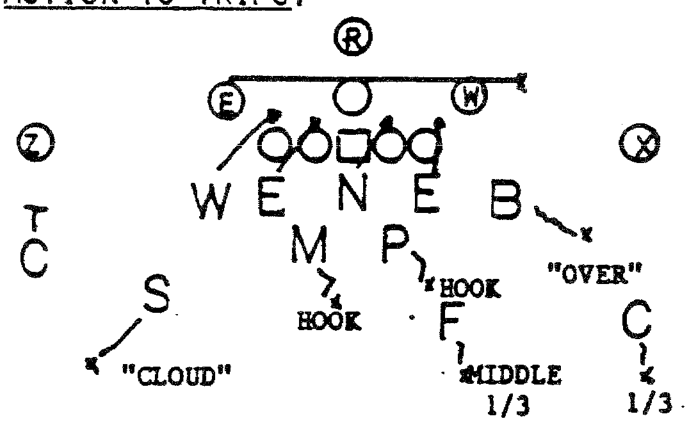
MAT
WEG
ED } STUNTS

TRIPS:



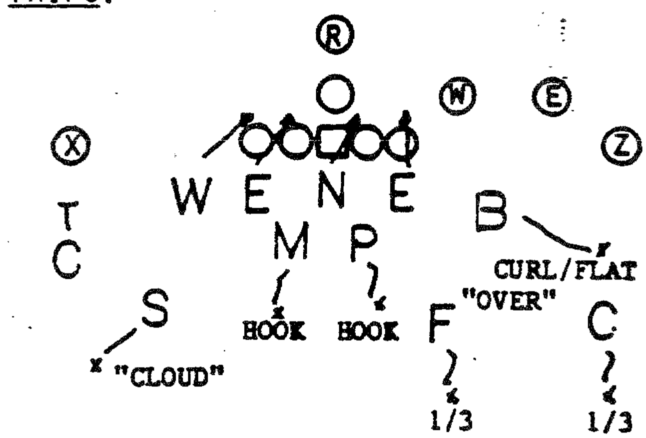
TO "6"
"PORT" LINE CHARGE

MOTION TO TRIPS:



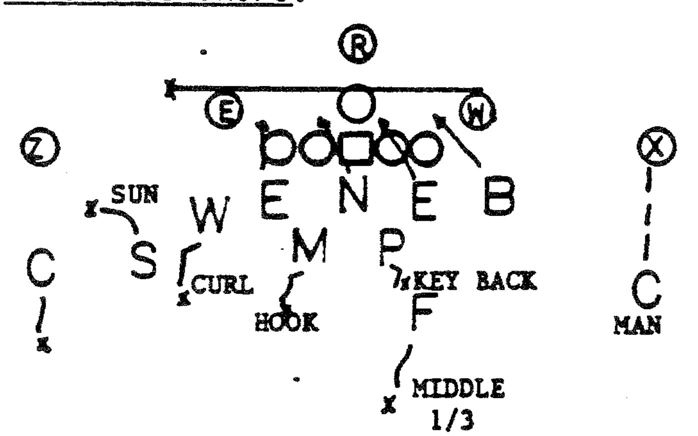
"STAR" LINE CHARGE

TRIPS:



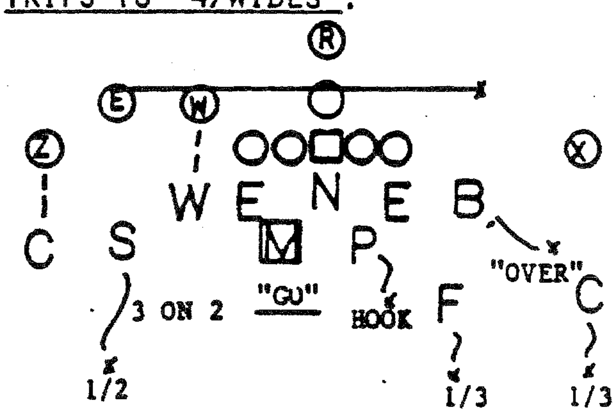
"STAR" LINE CHARGE

MOTION TO TRIPS:



TO "6"
"PORT" LINE CHARGE

TRIPS TO "4/WIDES":



LARK/ROBIN SPY

1- DEFENSE ALIGN LIKE LARK/ROBIN

2- VERSUS "4/WIDES" BALANCED SAME AS LARK/ROBIN EXCEPT MIKE SPY REMAINING BACK

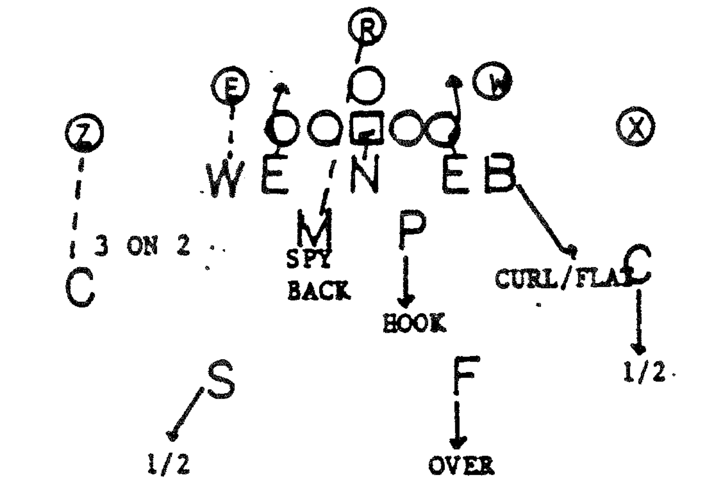
3- TRIPS OR MOTION TO TRIPS AWAY FROM CALL SAME AS LARK/ROBIN

4- TRIPS OR MOTION TO TRIPS SIDE OF CALL SAME AS LARK/ROBIN

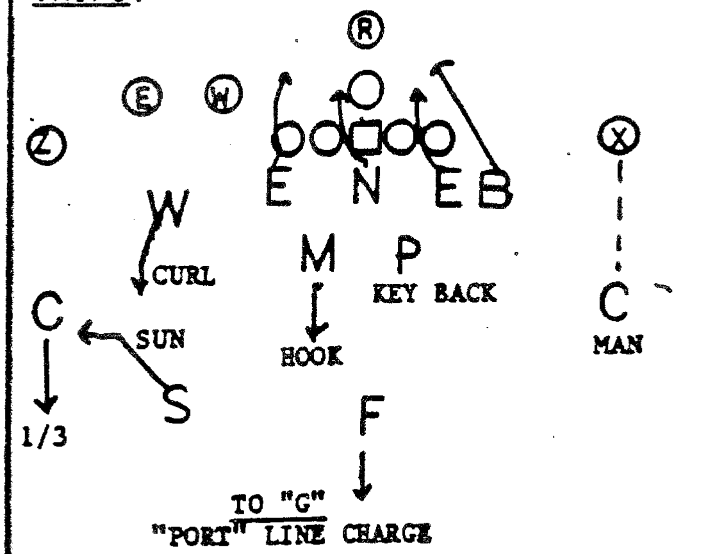
5- IF TRIPS TO CALL AND MOTION BY WIDE RECEIVER AWAY FROM CALL SAME AS LARK/ROBIN EXCEPT MIKE "SPYS" REMAINING BACK

LARK/ROBIN SPY

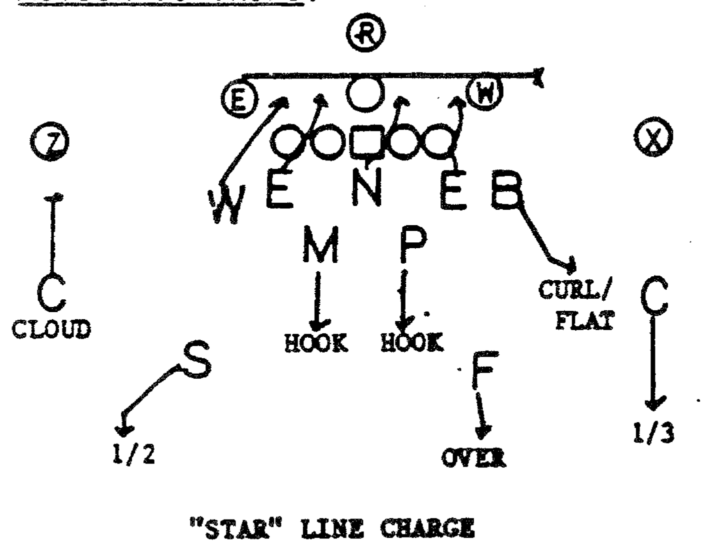
"4/WIDES":



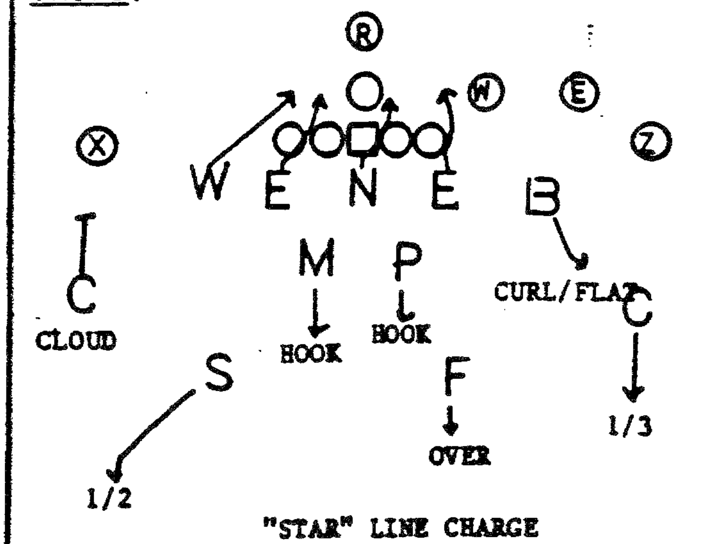
TRIPS:



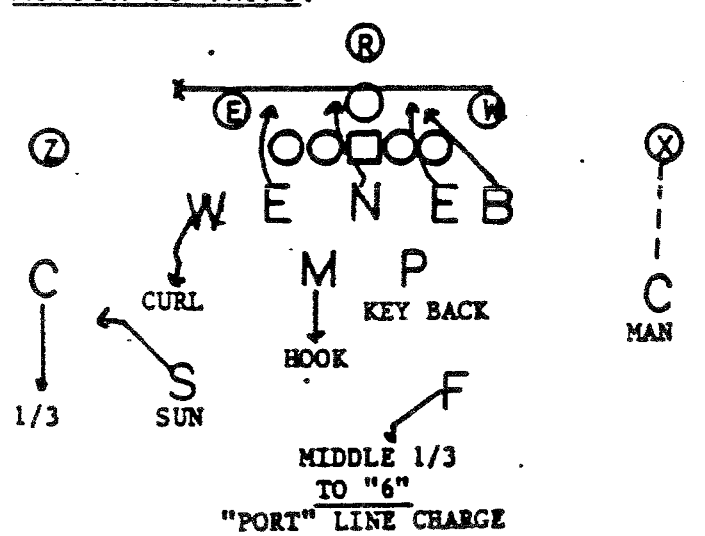
MOTION TO TRIPS:



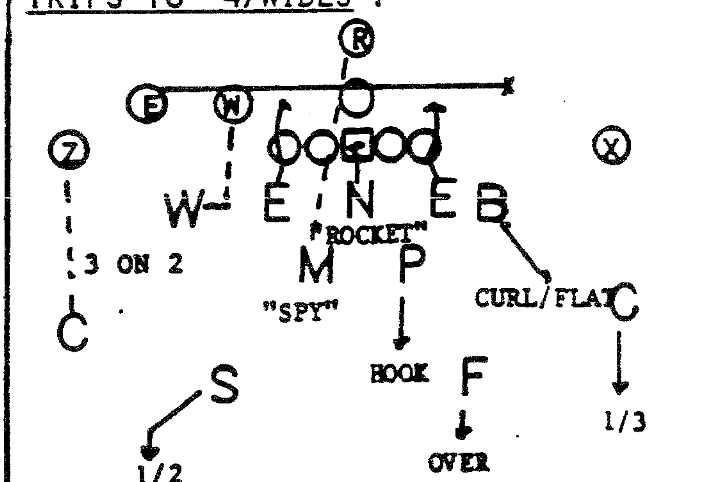
TRIPS:



MOTION TO TRIPS:



TRIPS TO "4/WIDES":



SPIKE COVER 2 (LEFT/RIGHT)

1- LINE ALIGN 30

2- BUCK, STRONG SAFETY, MIKE ALIGN TO SIDE OF CALL; WHIP, FREE SAFETY, PLUGGER ALIGN AWAY FROM SIDE OF CALL; CORNERS ALIGN LEFT/RIGHT

3- BUCK, MIKE, LINE EXECUTE "SPIKE/MUGSY"; CORNERS, STRONG SAFETY, WHIP MAN ON WIDE RECEIVERS; PLUGGER REMAINING BACK

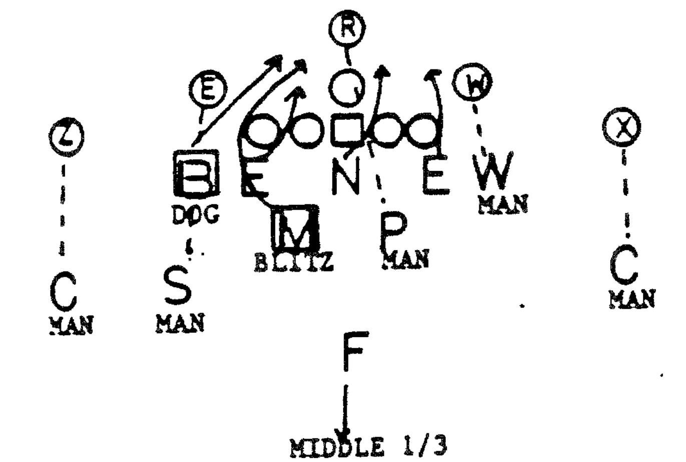
4- IF MOTION TO TRIPS TO OR AWAY FROM CALL "PLAY-IT"

5- IF ALIGN TRIPS PLAY DOUBLE OVER RULES (OVER SOLID, CLOUD FLEX)

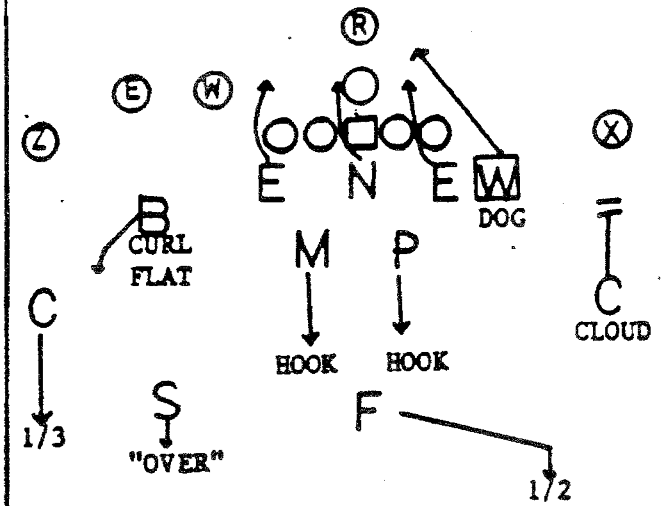
6- IF ALIGN TRIPS AND MOTION TO BALANCE PLAY DOUBLE OVER BOTH SIDES

SPIKE COVER 2/LEFT

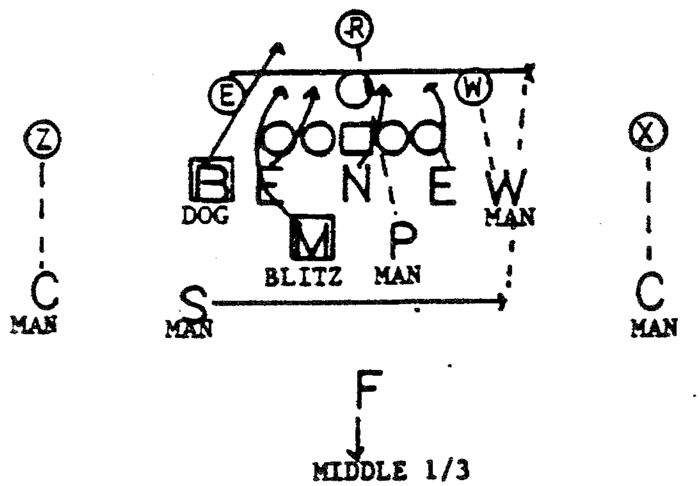
"4/WIDES":



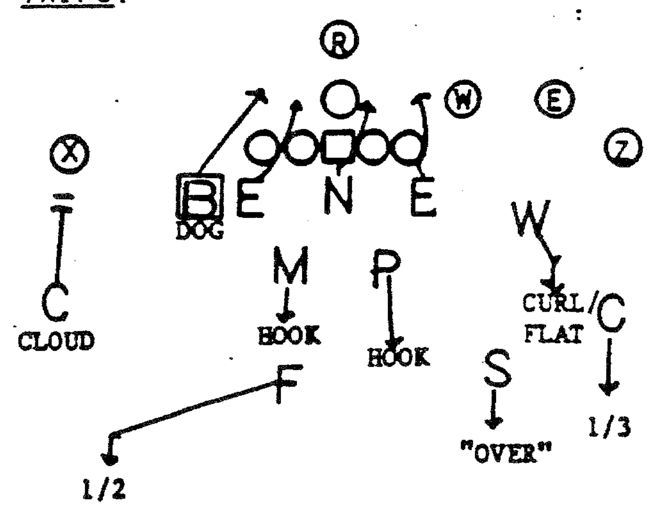
TRIPS:



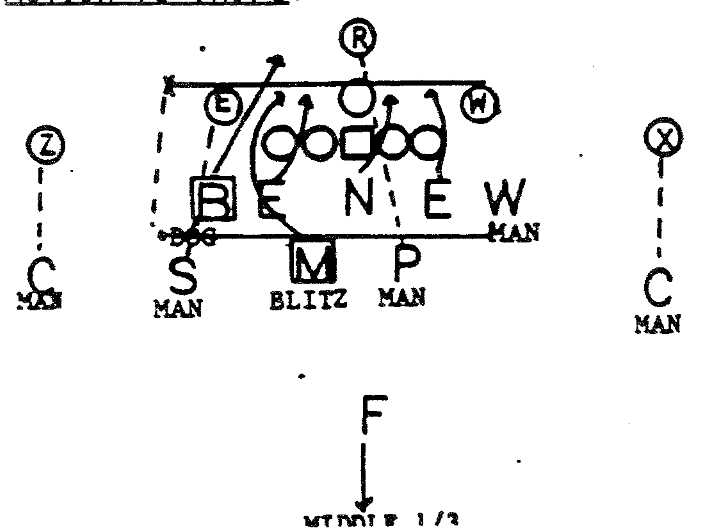
MOTION TO TRIPS:



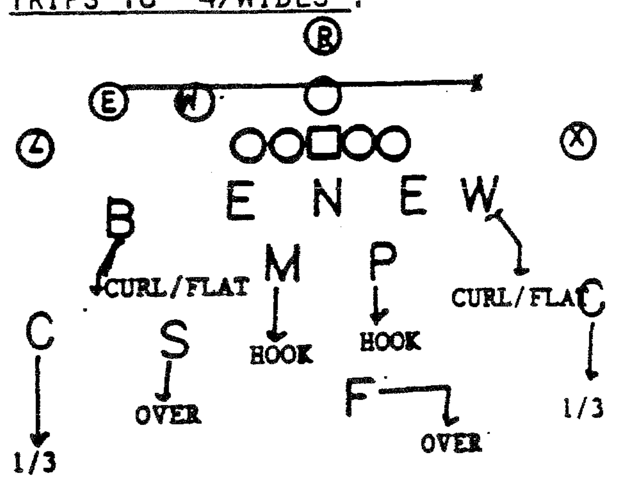
TRIPS:



MOTION TO TRIPS:

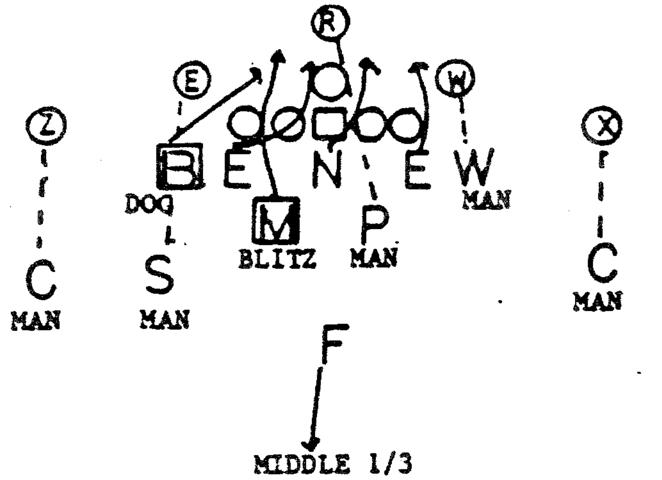


TRIPS TO "4/WIDES":

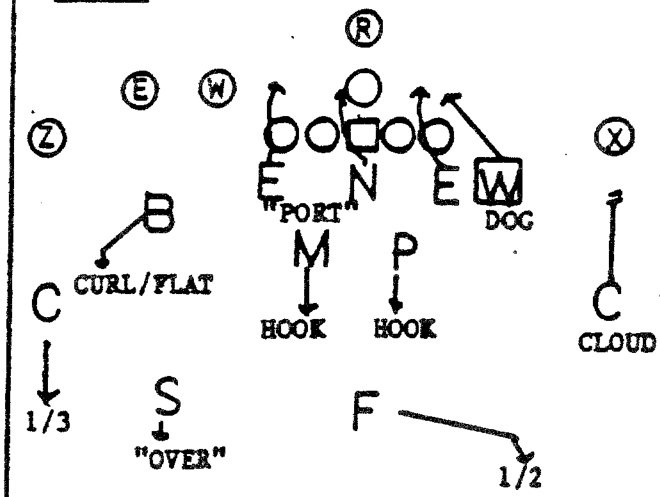


MUGSY COVER 2 (LEFT/RIGHT)

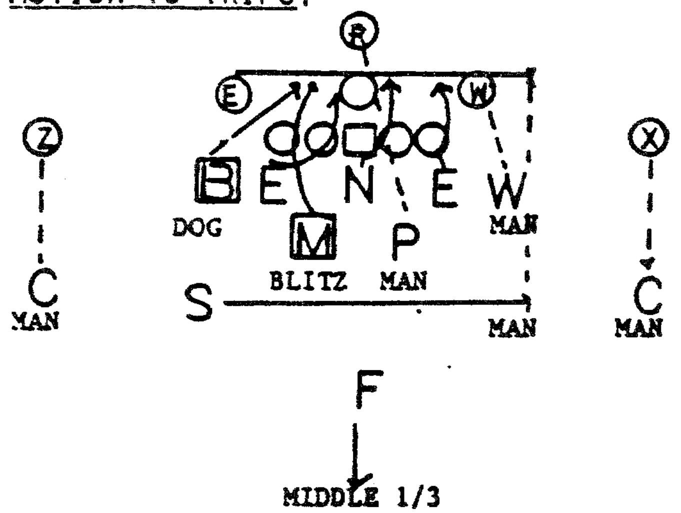
"4/WIDES":



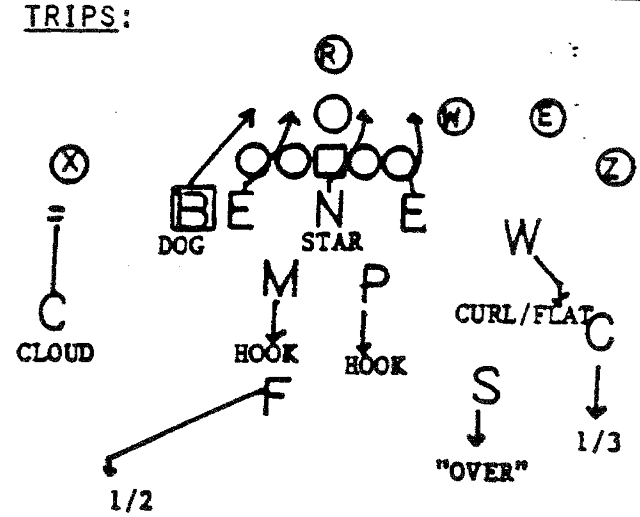
TRIPS:



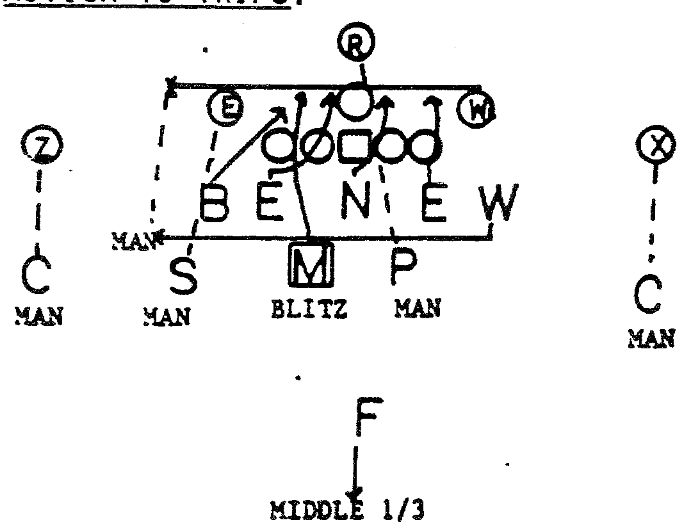
MOTION TO TRIPS:



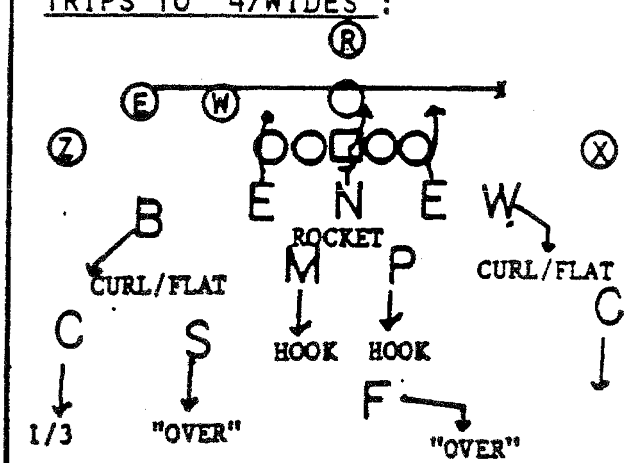
TRIPS:



MOTION TO TRIPS:



TRIPS TO "4/WIDES":



DOG PIT COVER 2 (LEFT/RIGHT)

1- LINE ALIGN 30

2- BUCK, STRONG SAFETY, MIKE ALIGN TO SIDE OF CALL; WHIP, FREE SAFETY, PLUGGER ALIGN AWAY FROM SIDE OF CALL; CORNERS ALIGN LEFT/RIGHT

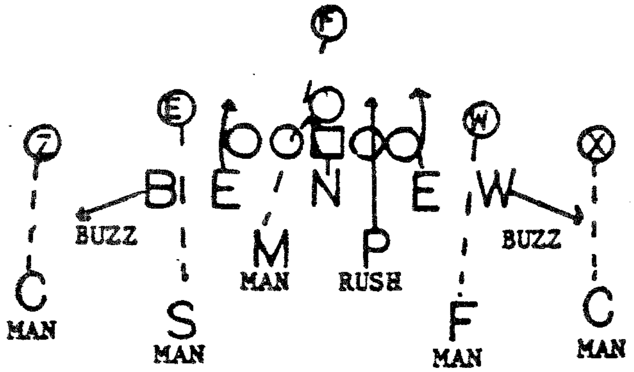
3- BUCK, PLUGGER, LINE EXECUTE "DOG/PIT"; CORNERS, STRONG SAFETY, WHIP MAN ON WIDE RECEIVERS; MIKE REMAINING BACK

4- IF MOTION TO TRIPS "TO" OR "AWAY" FROM CALL "PLAY-IT"

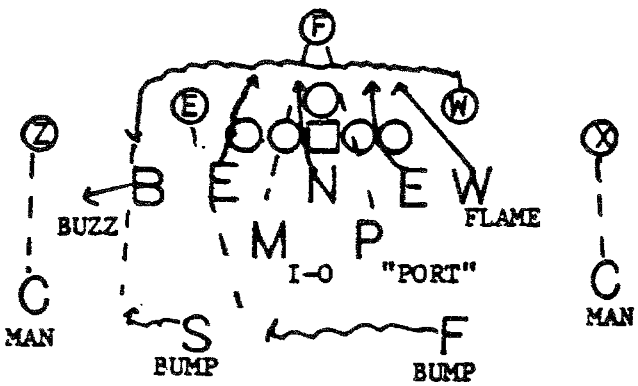
5- IF ALIGN TRIPS PLAY DOUBLE OVER RULES (OVER SOLID, CLOUD FLEX); LINE SLANT TO THE ALIGN TRIPS

6- IF ALIGN TRIPS AND MOTION TO BALANCE PLAY DOUBLE OVER BOTH SIDES

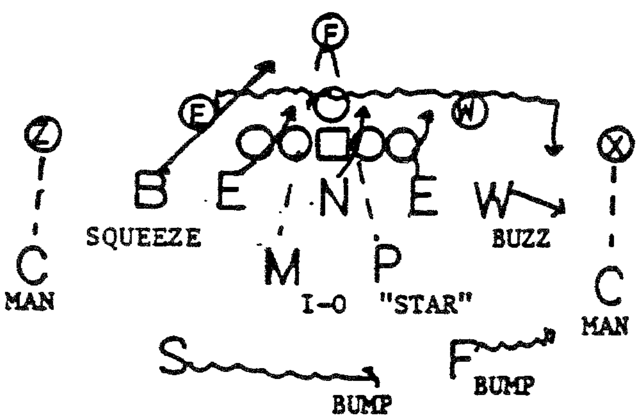
ARIZONA (BUZZ/BUZZ SLANT)













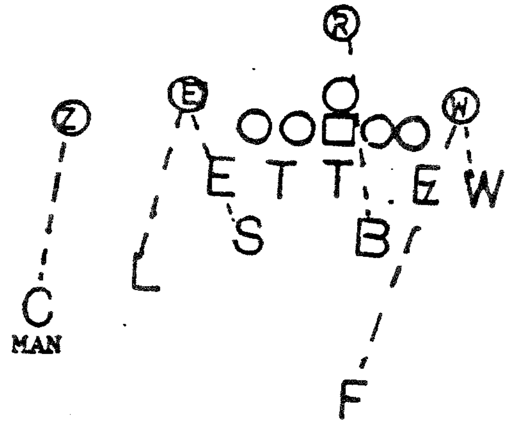
NICKEL 55

1- LINE ALIGN KING/QUEEN

2- ALIGNED BALANCE CORNERS MAN WIDE RECEIVERS; AUTO "SPECIAL"; BUCK REMAINING/BACK

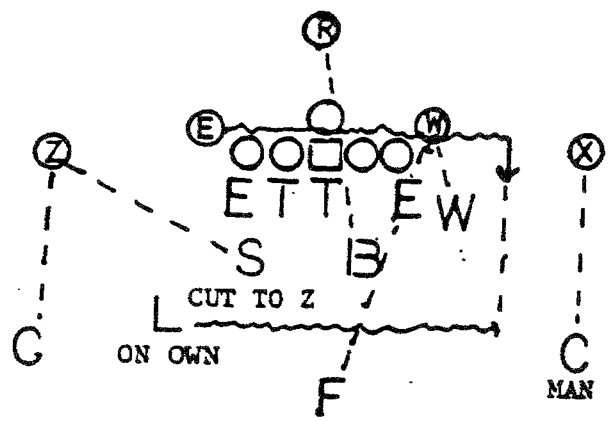
3- MOTION TO TRIPS LURK OR WHIP ON OWN

NICKEL COVER 55

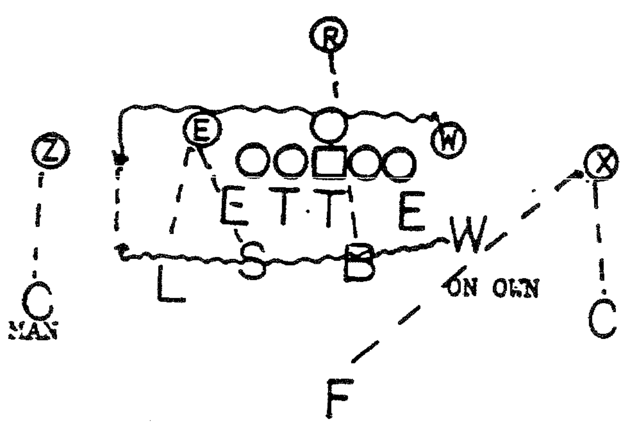


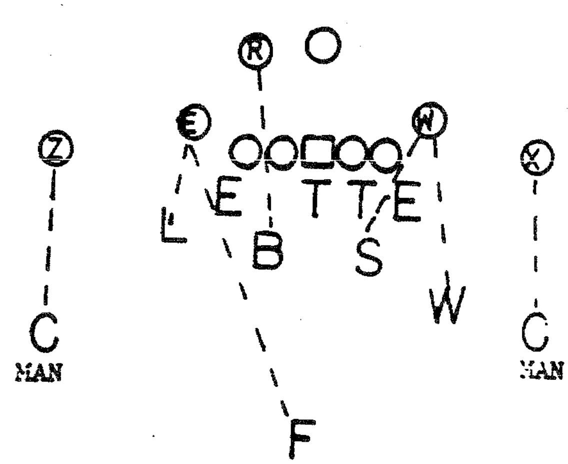
****AUTO: "SPECIAL"











****AUTO: "SPECIAL"

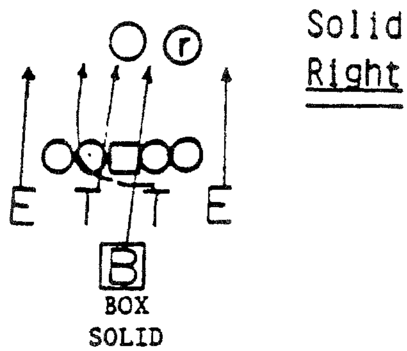
COBRA COVER 2/WHIP

1- COBRA/END STACK/ALIGN OVER CENTER AND BLITZ THE "B" GAP OPPOSITE THE BACK

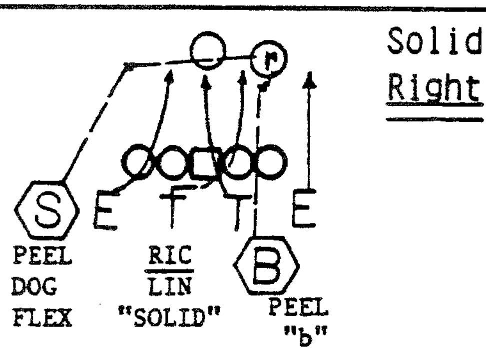
2- TACKLES AND REMAINING/END COVER THE GUARDS AND CENTER; RUSH BOTH "A" GAPS AND "B" GAP TO THE BACK

3- BUCK AND WHIP ALIGN LEFT/RIGHT AND PEEL/BLITZ THE REMAINING/BACK

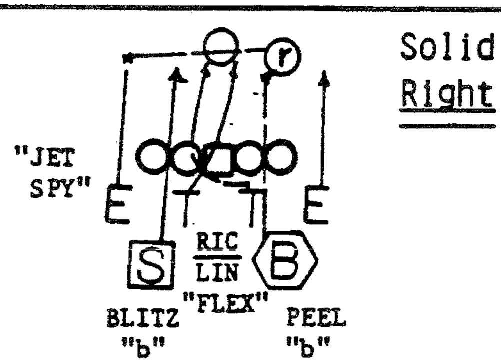
4- "BAYLOR" ALL FORMATIONS OTHER THAN "Q"



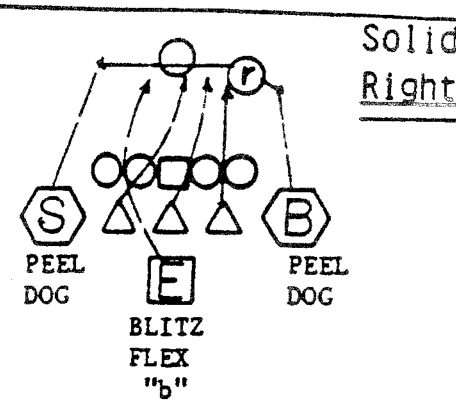
1- BOX COVER 2/BUCK



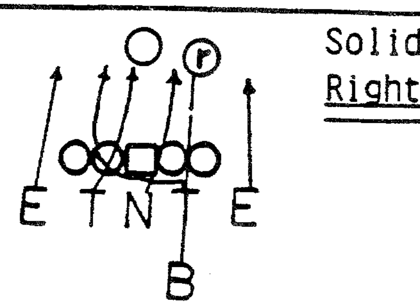
2- PEEL/DOG COVER 2/WHIP



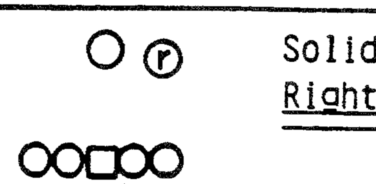
3- READ/"B" COVER 2/WHIP

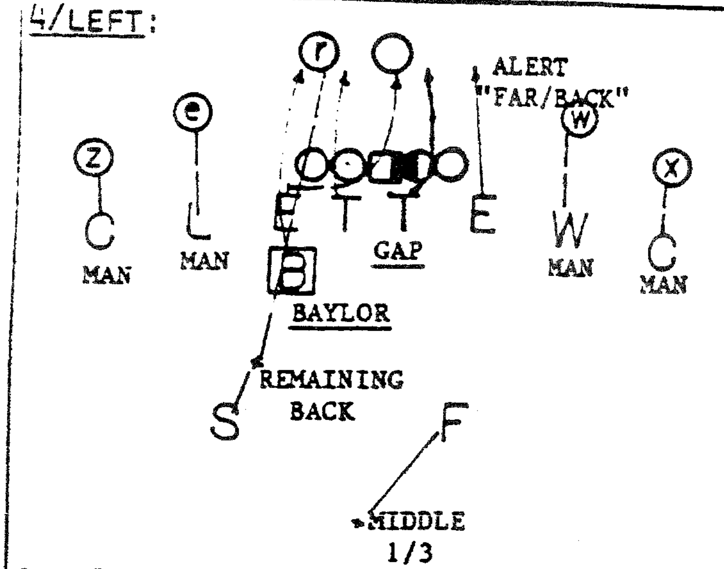


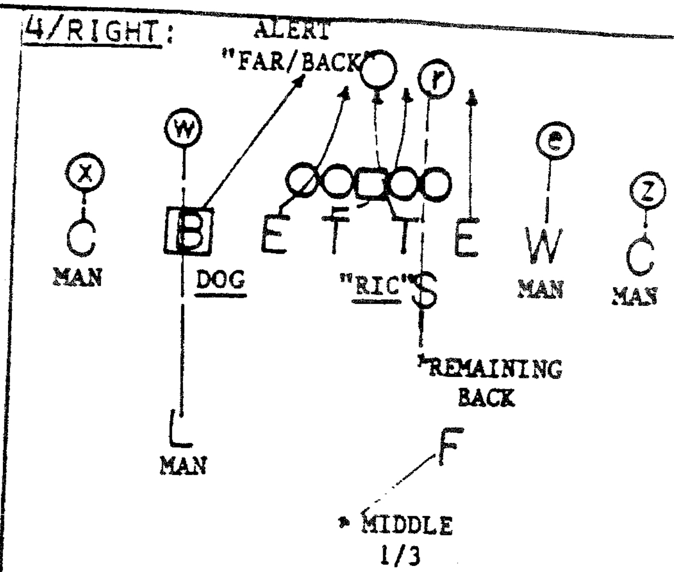
4- COBRA COVER 2/WHIP



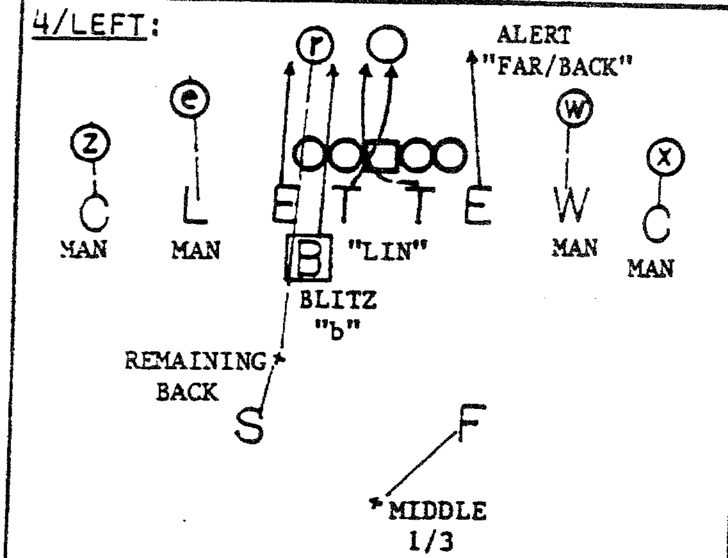
5- BLISTER/ISO COVER 2

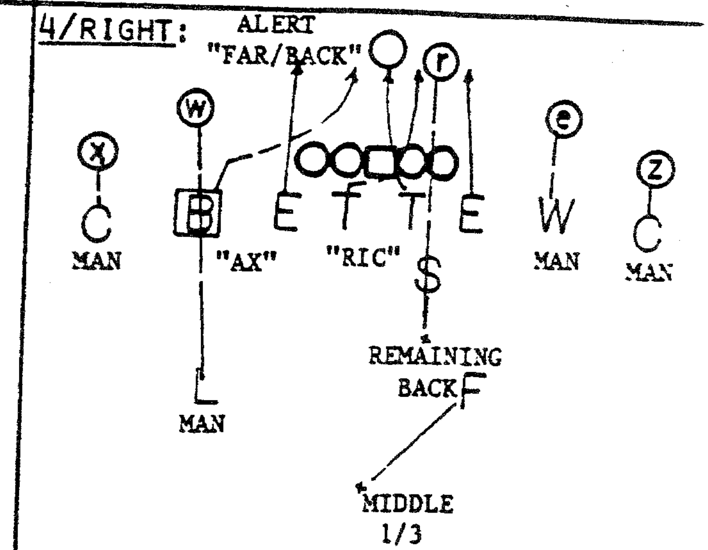




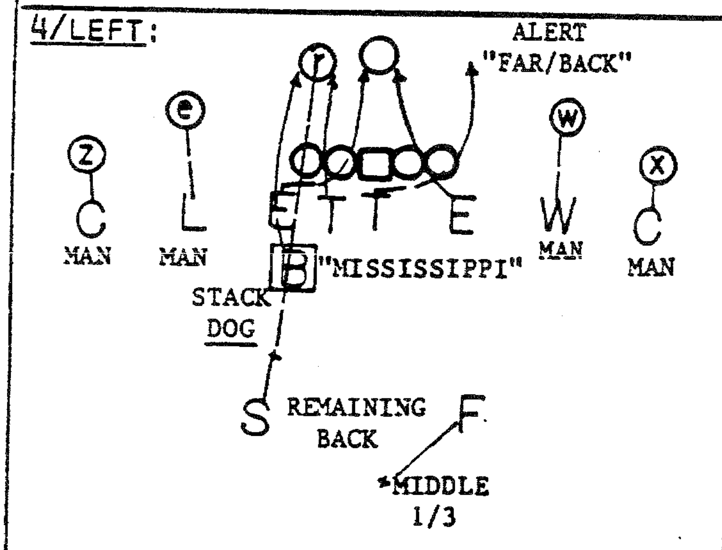


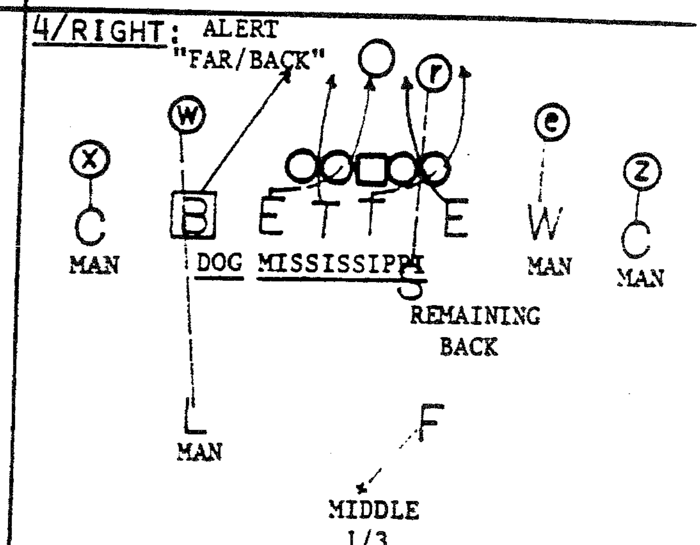
1- BAYLOR/LEFT COVER 2/BUCK ------------> AUTO "FIDO"





2- BEE/LEFT COVER 2/BUCK ----------------->





3- MISSISSIPPI/LEFT COVER 2/BUCK ------>

BAYLOR/LEFT COVER 2/BUCK

1- SOLID/LEFT: BAYLOR/LEFT; BUCK STACK/DOG LEFT; RIGHT/TACKLE GAP AND RUSH OUTSIDE; RIGHT/END ALERT "FAR/BACK/SWING"

1-2 SOLID/RIGHT: FIDO/LEFT; BUCK DOG LEFT; LEFT/END RUSH INSIDE; TACKLE "RIC"; RIGHT/END "JET" AND ALERT "FAR/BACK/SWING"; STRONG SAFETY ALIGN "UP" AS A LINEBACKER TO COVER BACK

BEE/LEFT COVER 2/BUCK

1- SOLID/LEFT: BUCK BLITZ LEFT/BEE GAP; TACKLES LIN; ENDS "JET" (RIGHT/END ALERT FAR/BACK/SWING)

2- SOLID/RIGHT: BUCK "AX" LEFT; TACKLES RIC; ENDS "JET" (RIGHT-END ALERT FAR/BACK/SWING); STRONG SAFETY ALIGN "UP" AS A LINEBACKER TO COVER BACK

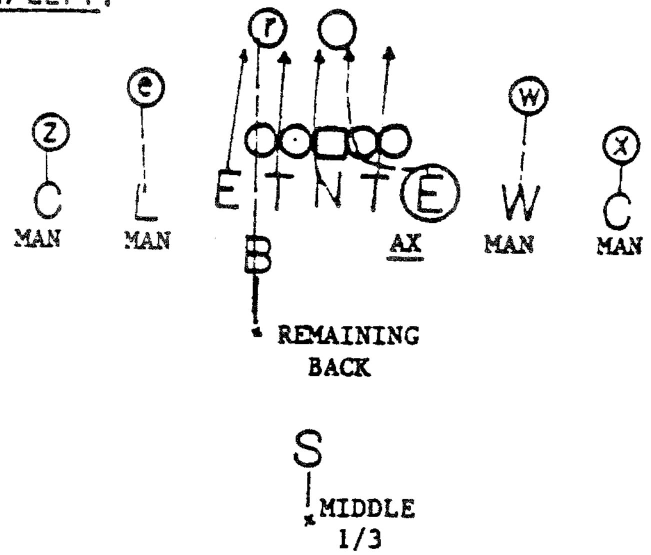
MISSISSIPPI/LEFT COVER 2/BUCK

1- SOLID/LEFT: BUCK STACK/DOG LEFT; LINE, "MISSISSIPPI" LEFT; CONTAIN/NOSE ALERT FAR/BACK/SWING

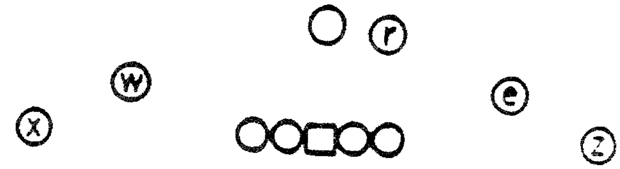
2- SOLID/RIGHT: BUCK DOG LEFT; LINE, "MISSISSIPPI" LEFT; CONTAIN/NOSE ALERT FAR/BACK/SWING; STRONG SAFETY ALIGN "UP" AS A LINEBACKER TO COVER BACK

NICKEL BLITZ

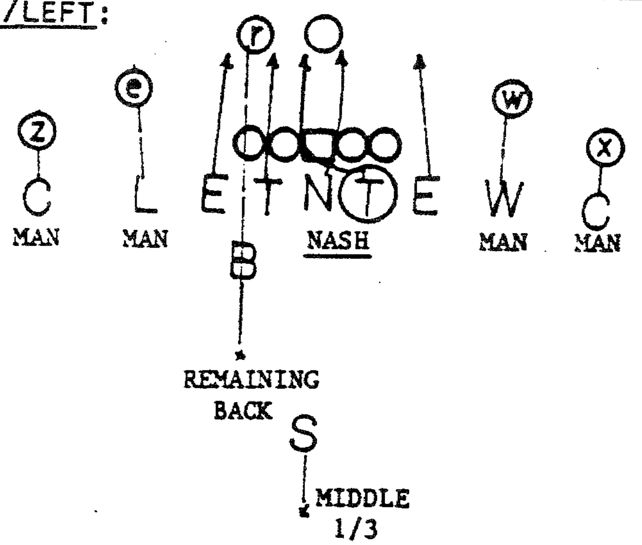
4/LEFT:



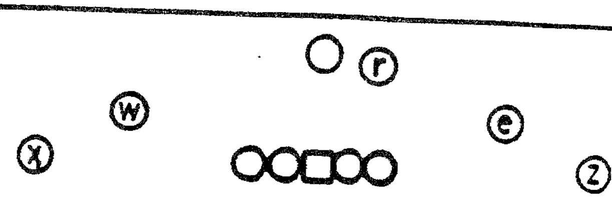
4- BLISTER/AX COVER 2



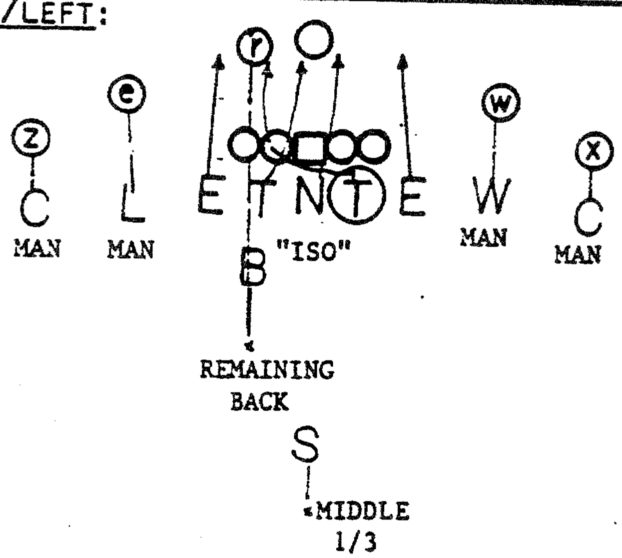
4/LEFT:



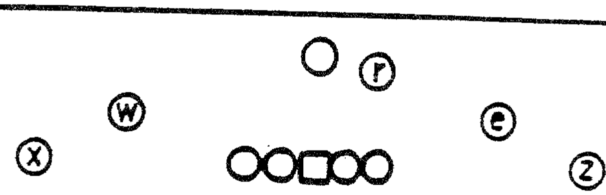
4- BLISTER/NASH COVER 2



4/LEFT:



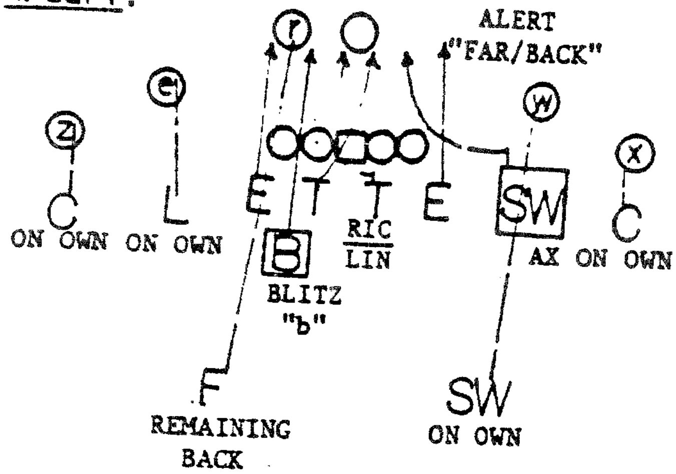
4- BLISTER/ISO COVER 2

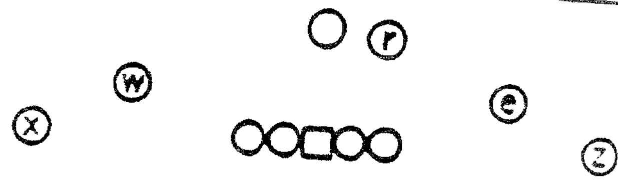


BLISTER (ISO) COVER 2

1- "5/MAN" LINE; "AX" FLEX; "NASH" FLEX; "ISO" FLEX

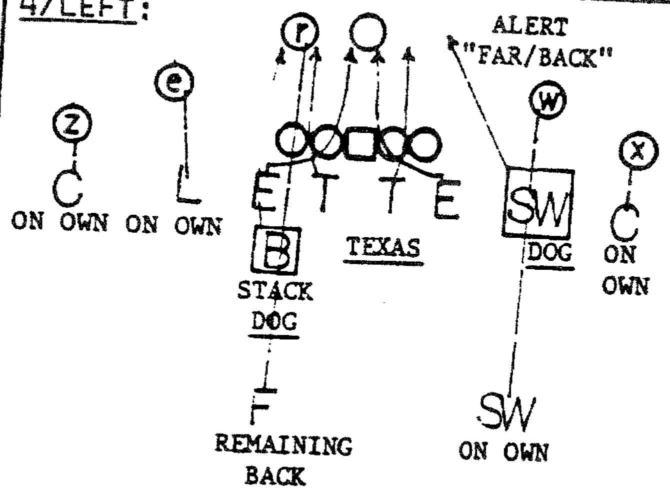
4/LEFT:

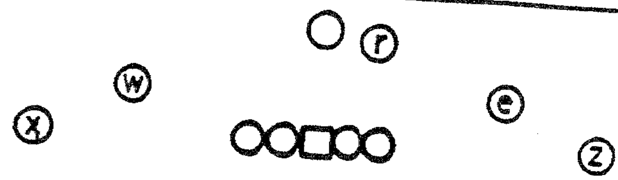




5- B/B COVER STEELER

4/LEFT:

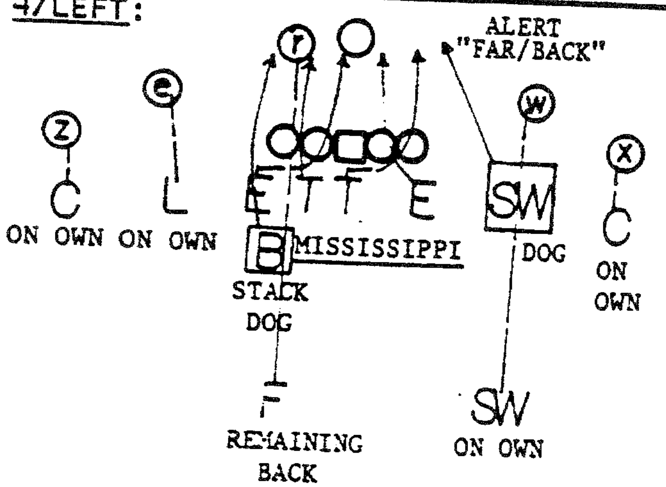


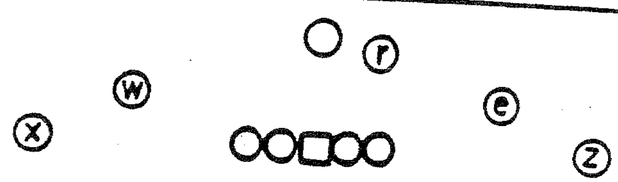


DOUBLE/DOG

6- TEXAS COVER STEELER

4/LEFT:





DOUBLE/DOG

7- MISSISSIPPI COVER STEELER

B/B COVER STEELER

1- LINE: TACKLES "RIC/LIN" SOLID; ENDS "JET"; FLEX/END ALERT FAR/BACK/SWING

2- BUCK "BEE/BLITZ"; WHIP "AX" FLEX

WHISTLE

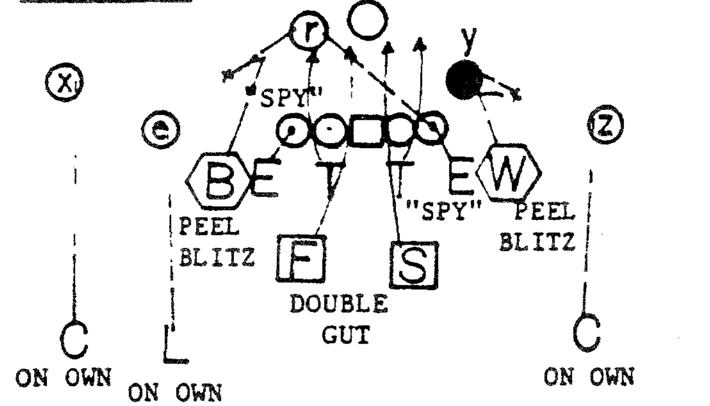
1- LINE: TACKLES "ABSORB"; ENDS "JET"

2- BUCK BLITZ OVER CENTER

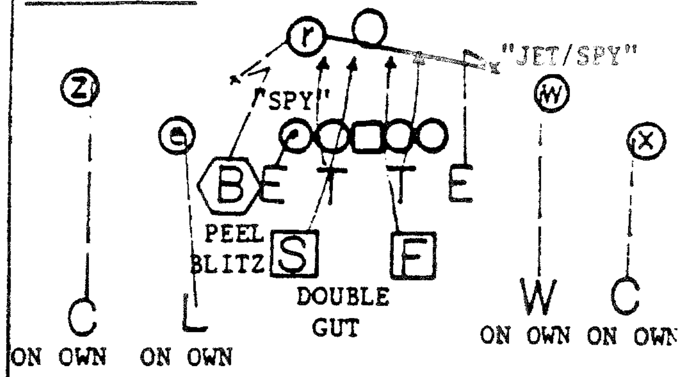
3- STRONG SAFETY AND FREE SAFETY "PEEL/BLITZ" THE "B" GAPS

NICKEL SAFETIES CASINO

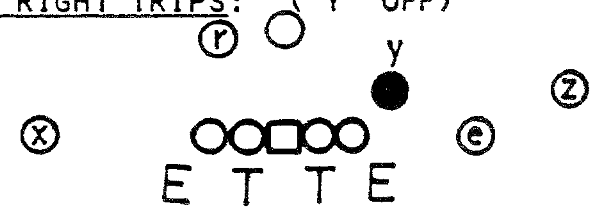
"Q" RIGHT: ("Y" OFF)



"4/WIDES":

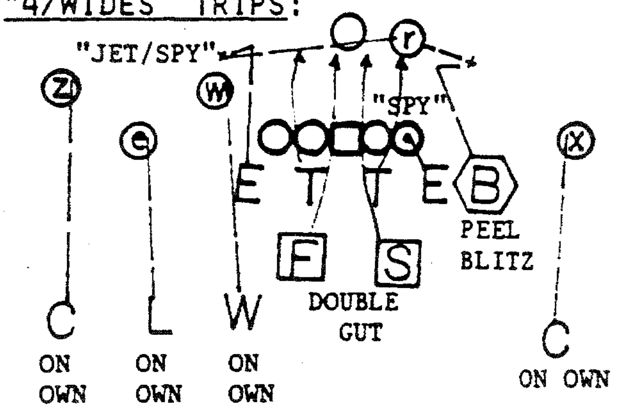


"Q" RIGHT TRIPS: ("Y" OFF)

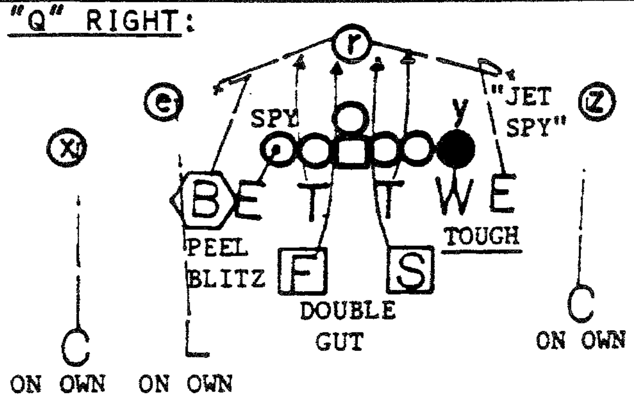


(SAME AS ABOVE)

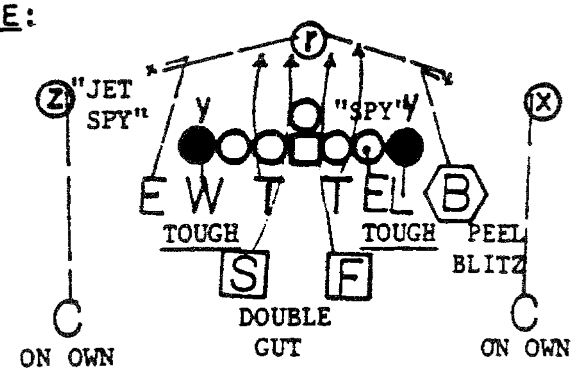
"4/WIDES" TRIPS:



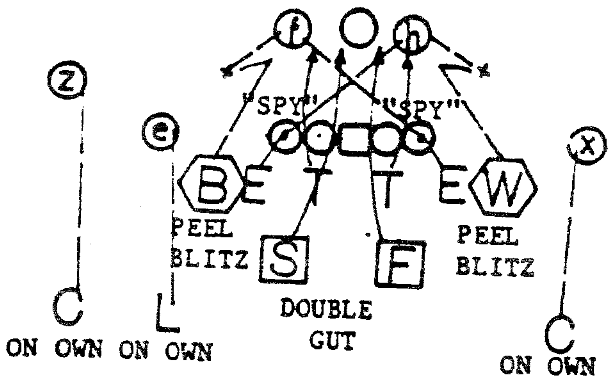
"Q" RIGHT:



ACE:



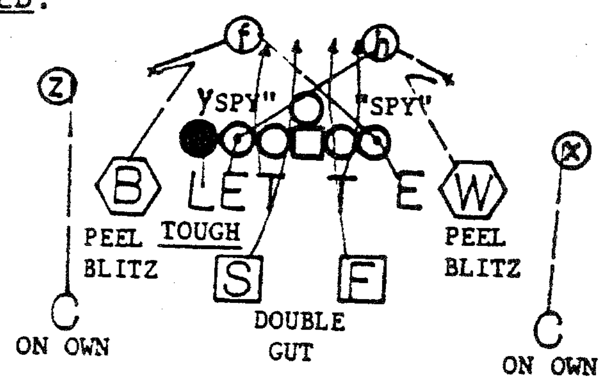
"S":



z
e
f
h
x
"SPY"
"SPY"
B
E T T E
W
PEEL BLITZ
S
F
PEEL BLITZ
DOUBLE GUT
C
L
ON OWN
ON OWN
C
ON OWN



RED:



z
f
h
x
"SPY"
"SPY"
B
L E T T E
W
PEEL BLITZ
TOUGH
S
F
PEEL BLITZ
DOUBLE GUT
C
ON OWN
C
ON OWN







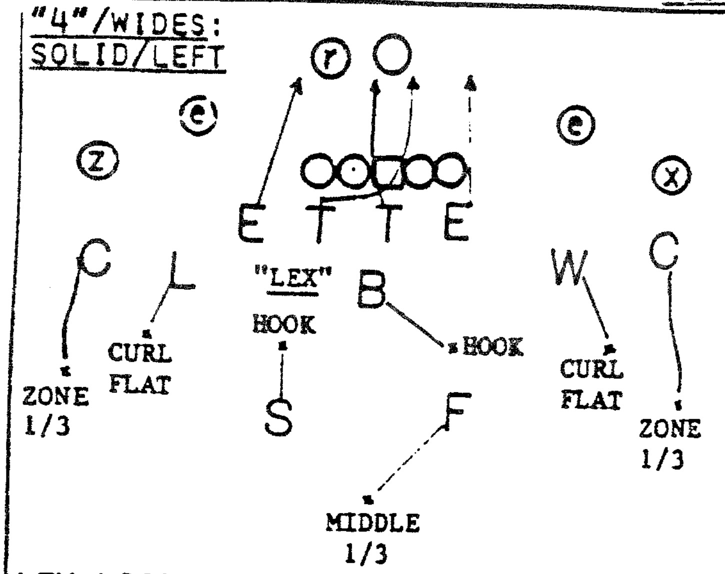
SAFETIES CASINO

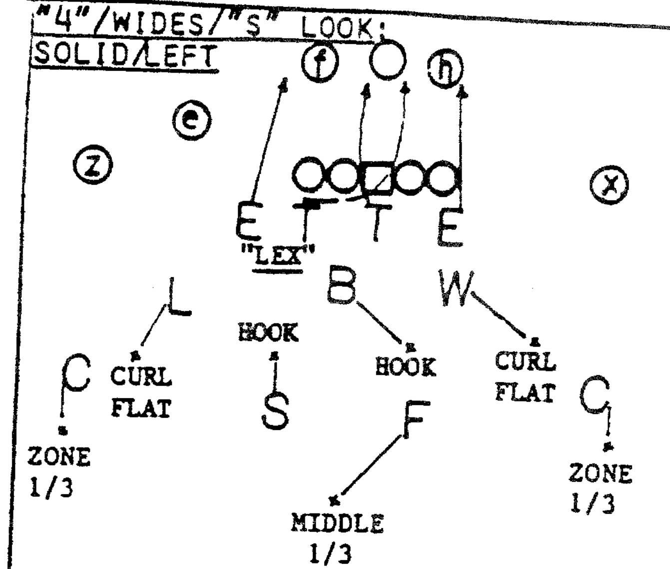
1- LINE: TACKLES RUSH OUTSIDE; ENDS "SPY" UNLESS GIVEN A "JET" CALL, THEN "JET/SPY"

2- STRONG AND FREE SAFETIES, DOUBLE/GUT

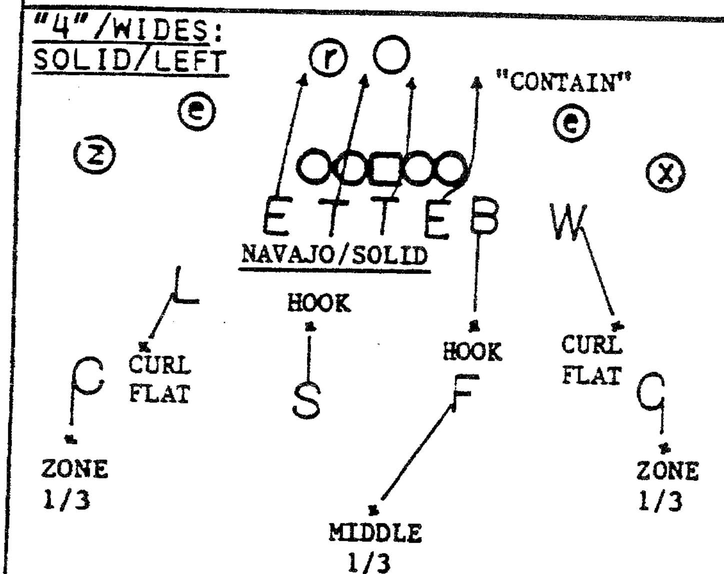
3- BUCK AND WHIP "PEEL/BLITZ"; VERSUS "Y" (ONE/BACK/SET) ON THE L.O.S. BUCK TOUGH THE "Y" AND "JET/SPY" THE END; VERSUS "4/WIDES" WHIP IN COVERAGE ("JET" THE END) AND BUCK "PEEL/ BLITZ" TO THE REMAINING/BACKS SIDE

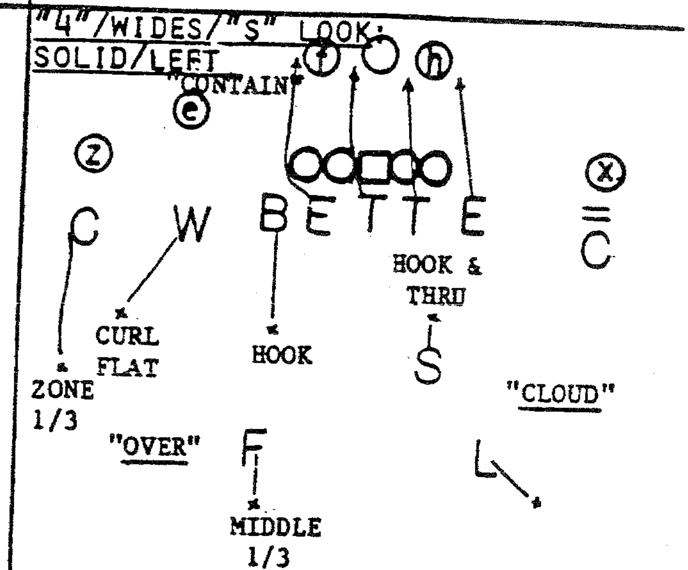
****4- LURK, TOUGH THE "Y" VERSUS A BASE (TWO/BACK) FORMATION



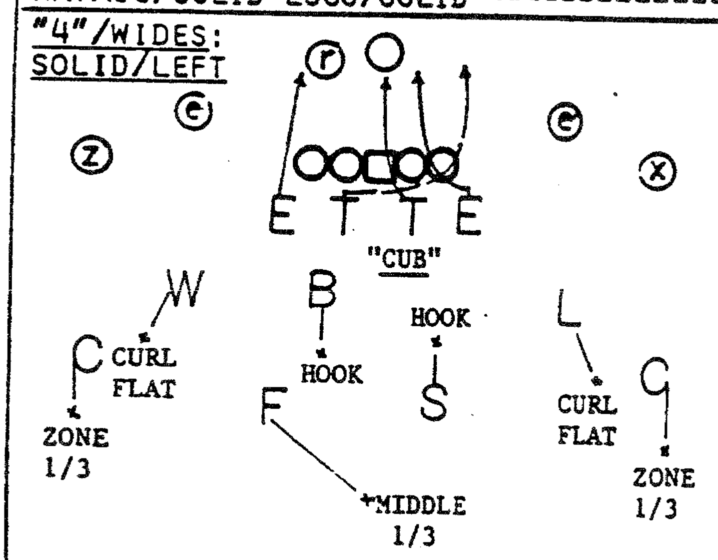


LEX LOCO LEFT --->

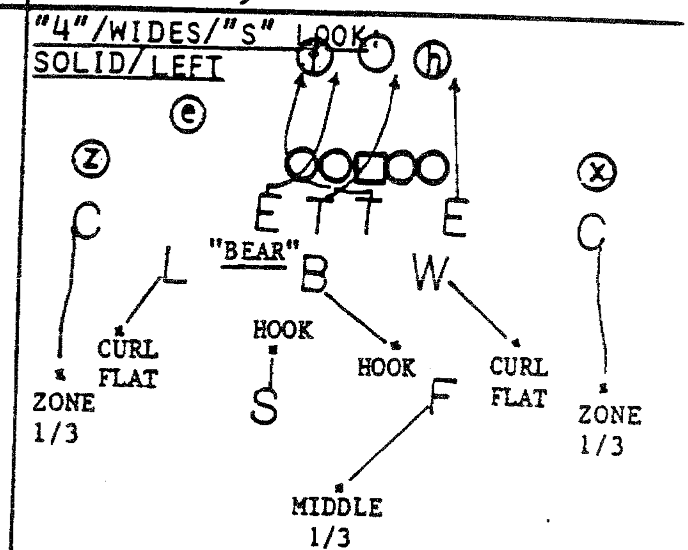




NAVAJO/SOLID LOCO/SOLID ---------------------------------->

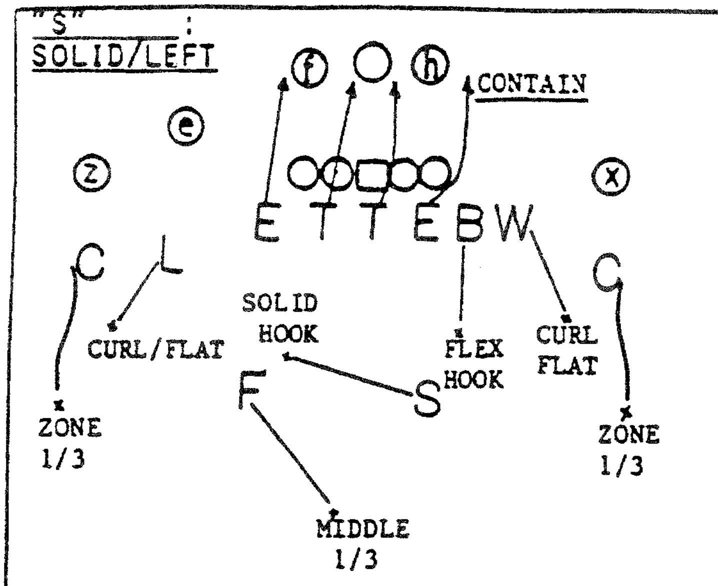


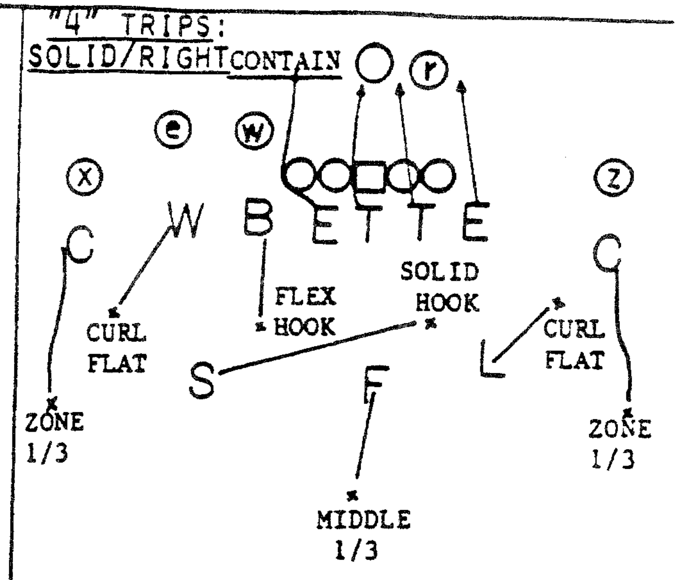
CUB/RIGHT LOCO/RIGHT



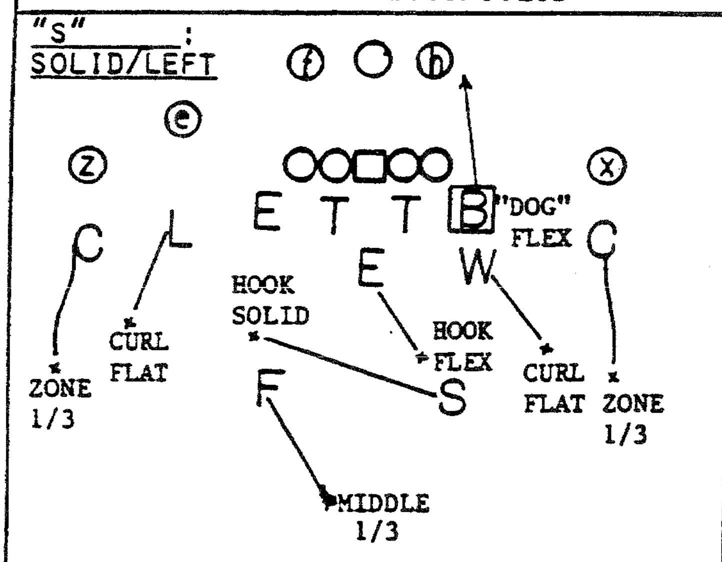
BEAR/LEFT LOCO/LEFT

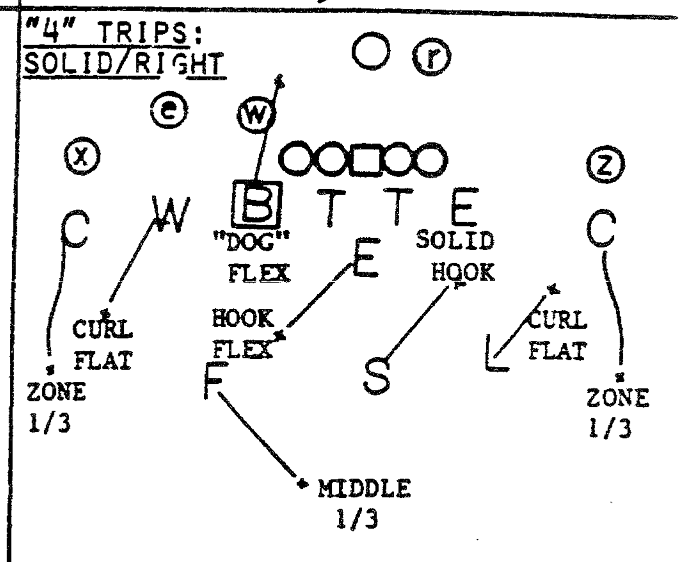
NICKEL RUSH ZONES



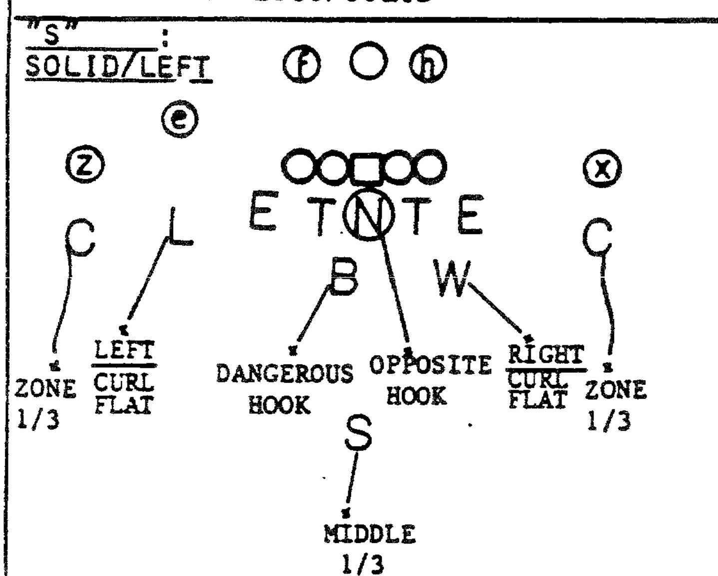


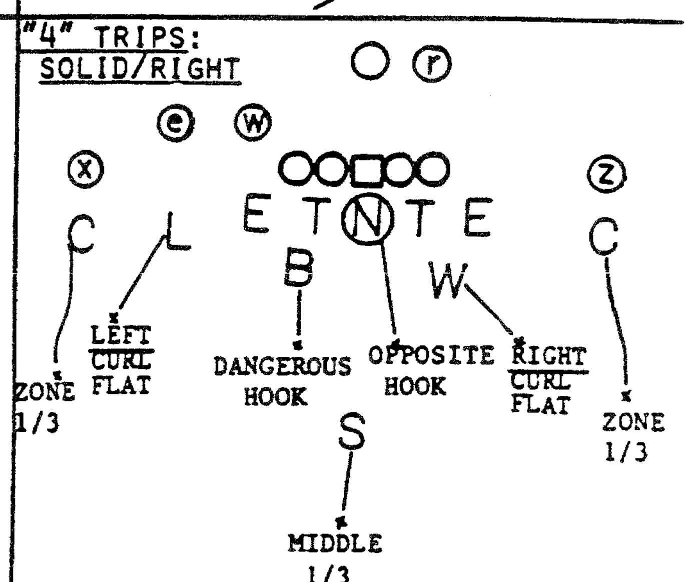
NAVAJO/SOLID COVER LOCO/SOLID ---------------------------->





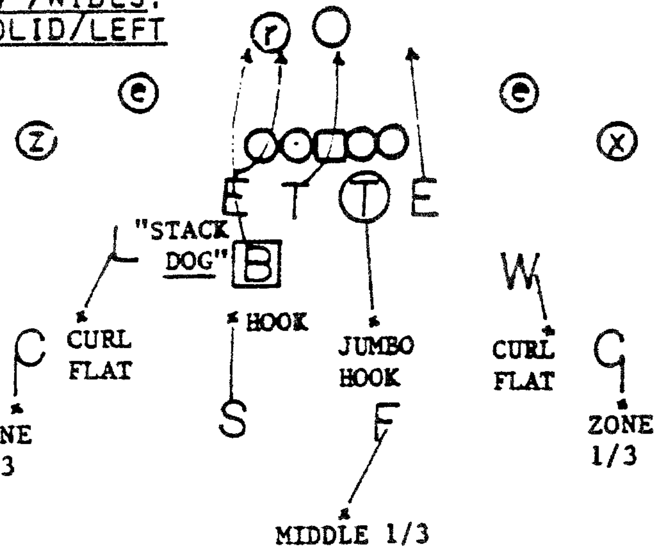
HALEY COVER LOCO/SOLID ---------------------------->





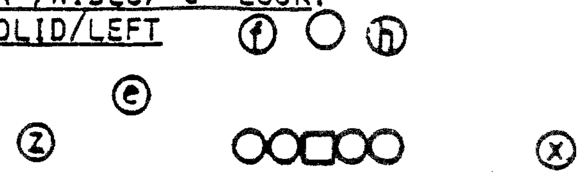
BLISTER COVER CURLES ---------------------------->

"4"/WIDES:
SOLID/LEFT

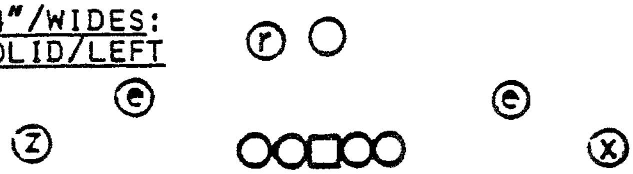


JUMBO/DOG LOCO/SOLID

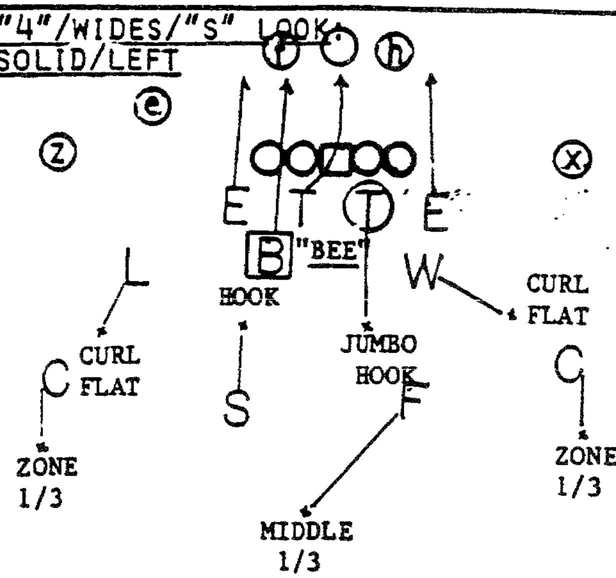
"4"/WIDES/"S" LOOK:
SOLID/LEFT



"4"/WIDES:
SOLID/LEFT

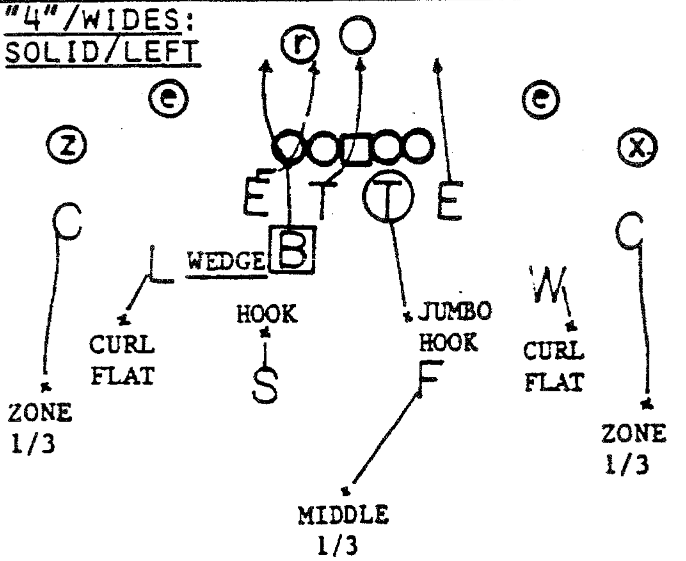


"4"/WIDES/"S" LOOK:
SOLID/LEFT



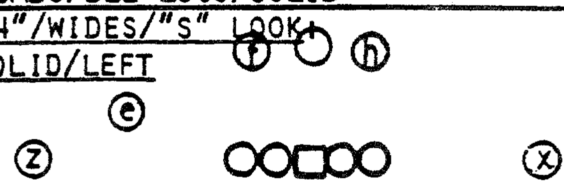
JUMBO/BEE LOCO/SOLID

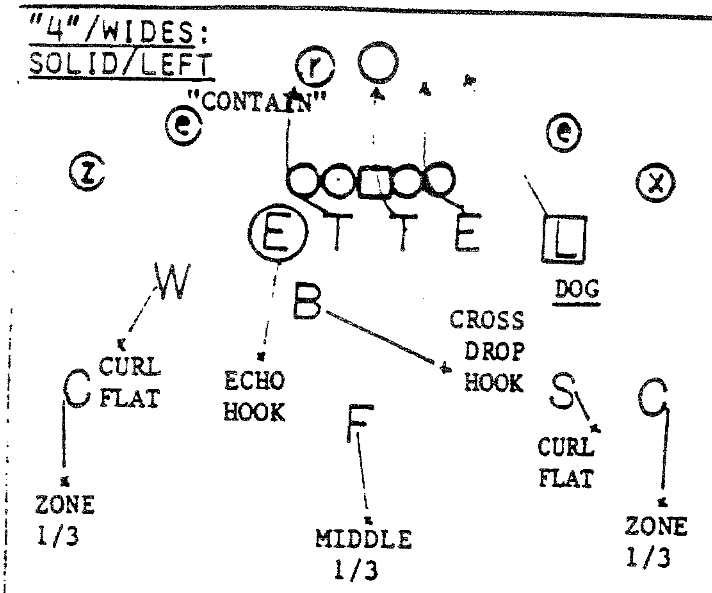
"4"/WIDES:
SOLID/LEFT

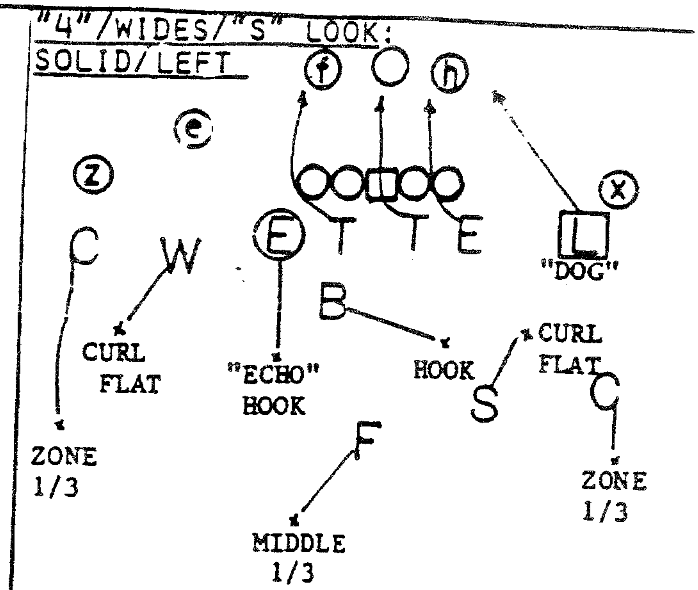


JUMBO/WEDGE LOCO/SOLID

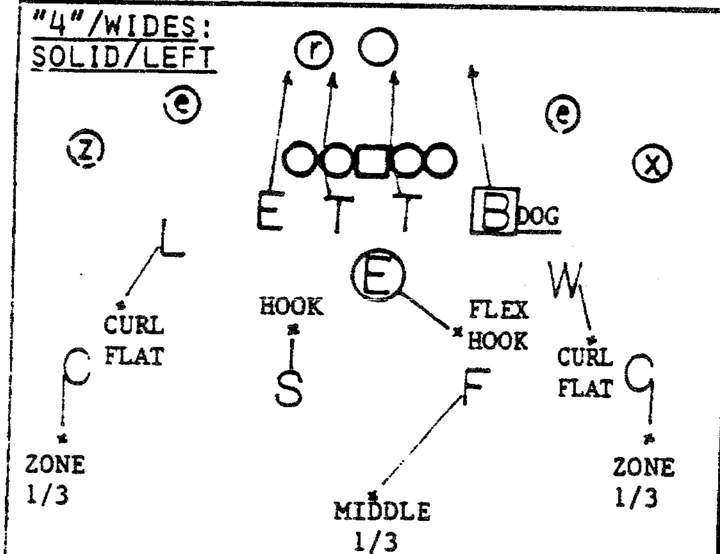
"4"/WIDES/"S" LOOK:
SOLID/LEFT

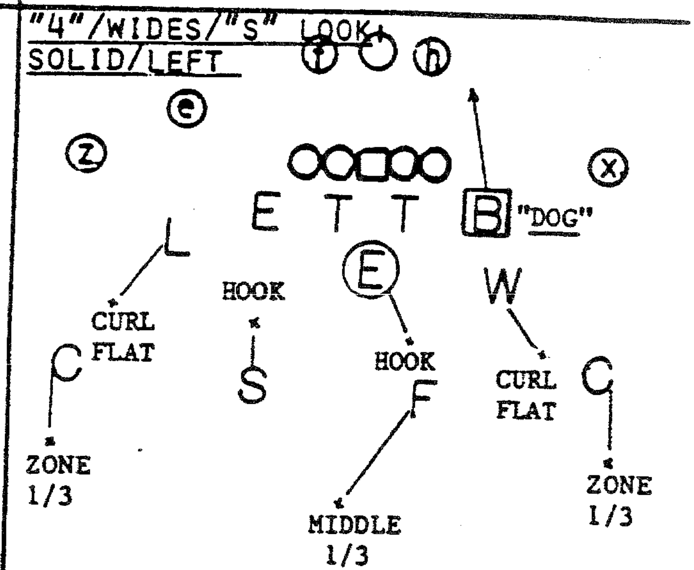




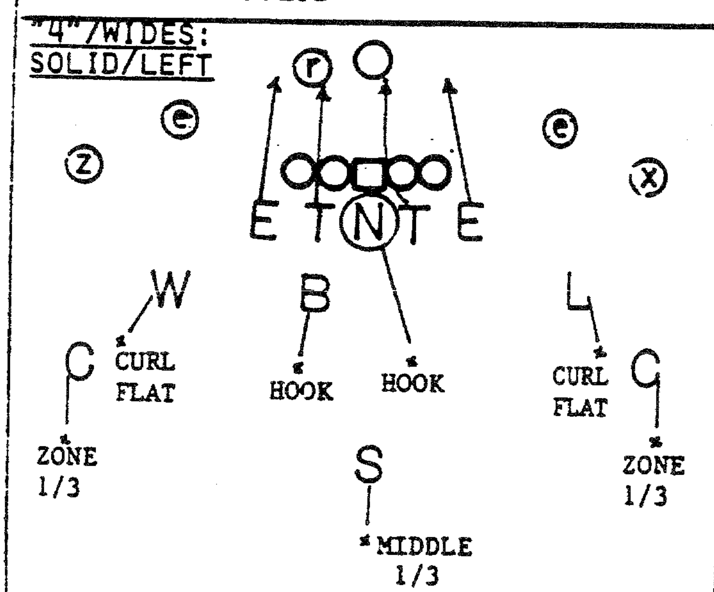


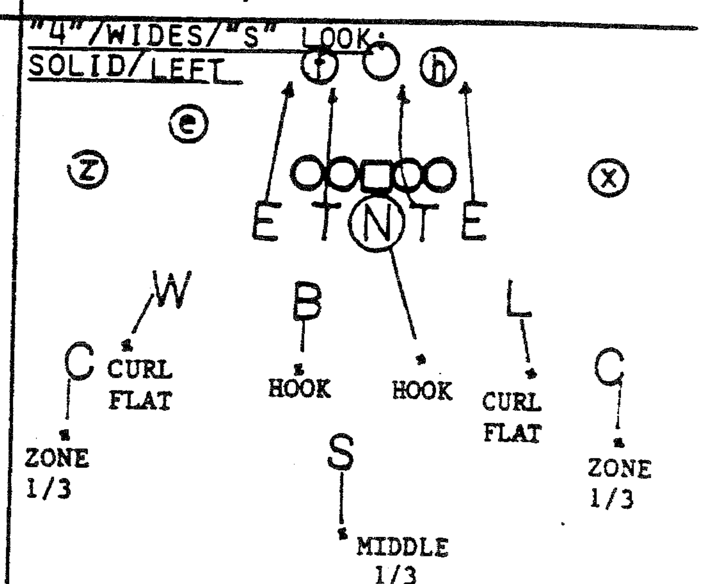
LORADO/ECHO COVER CURLES ---------------------------------->





HALEY LOCO/SOLID -->





BLISTER COVER CURLES -->

NICKEL ZONE

1- CORNERS ALIGN LEFT/RIGHT

2- LURK ALIGN LEFT AND STRONG SAFETY ALIGN RIGHT; CURL/FLAT OR CLOUD ACCORDING TO FORMATION

3- FREE SAFETY DEFEND THE MIDDLE 1/3 (ALERT "OVER" SITUATIONS)

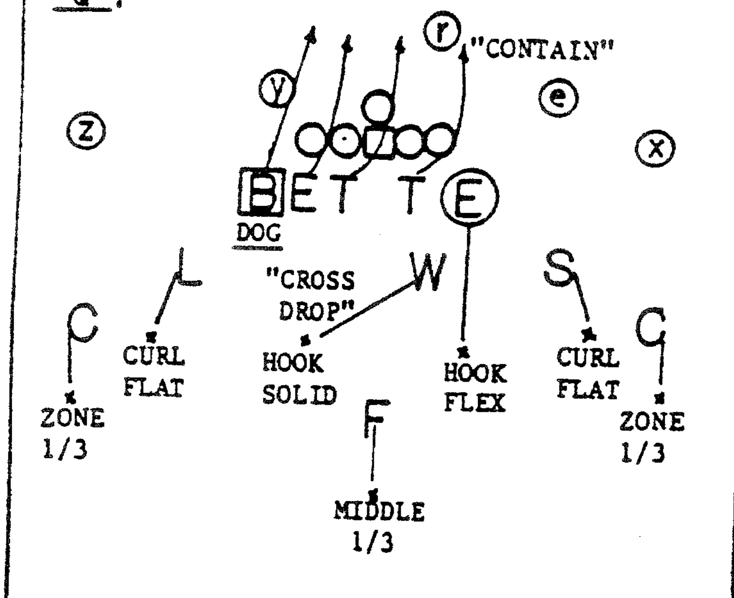
4- BUCK AND WHIP DEFEND HOOK AREAS

5- VERSUS "Q" OVER TO "TWO/RECEIVERS" SIDE AND CLOUD AWAY

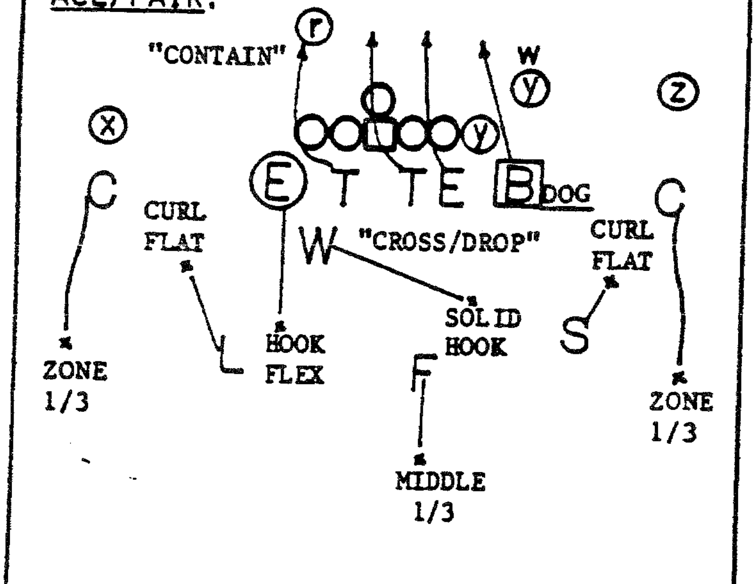
****6- SOLID/DOG (AX) COVER ECHO/ZONE: BUCK DOG; WHIP CROSS/DROP AND DEFEND HOOK; SOLID/END RUSH INSIDE; SOLID/TACKLE RUSH THROUGH CENTER; FLEX/TACKLE CONTAIN; FLEX/END ECHO/DROP AND DEFEND THE HOOK

SOLID/DOG COVER ECHO/ZONE

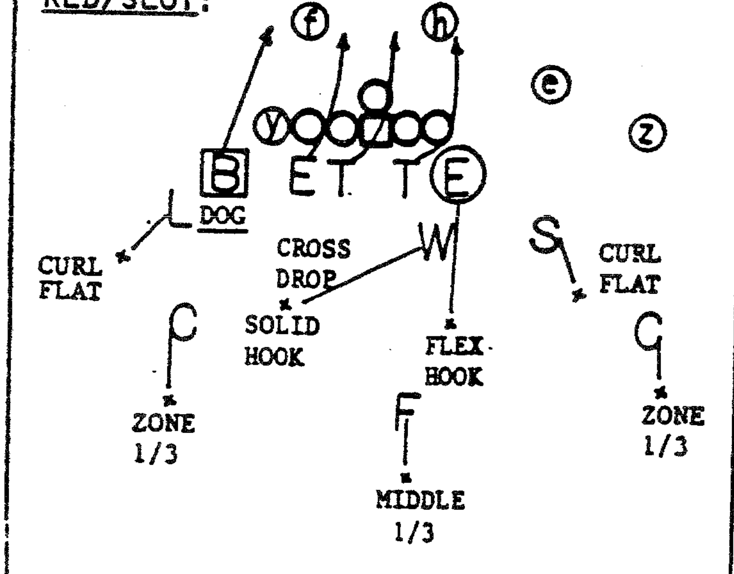
"Q":



ACE/PAIR:

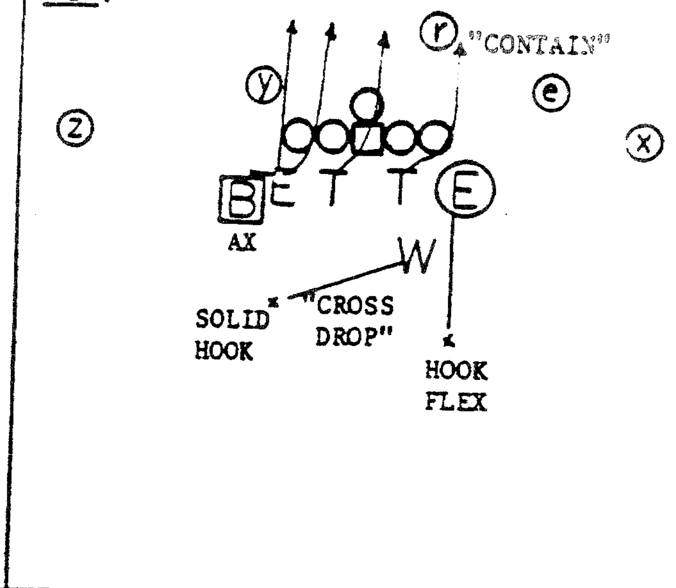


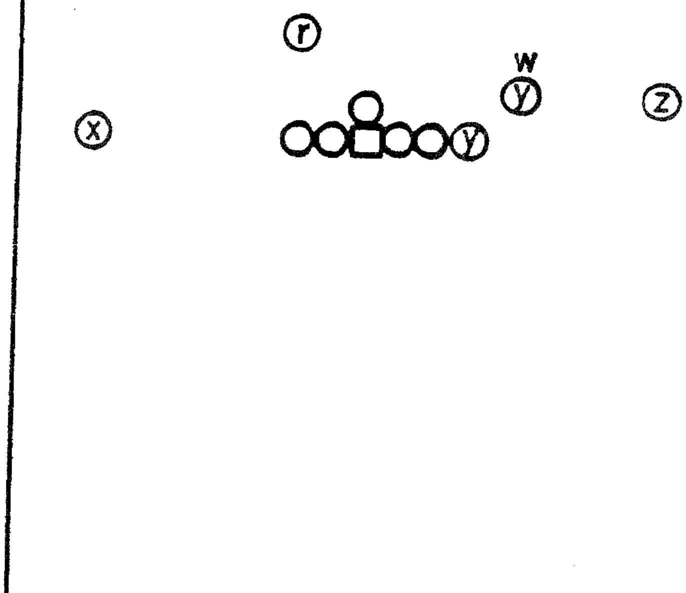
RED/SLOT:

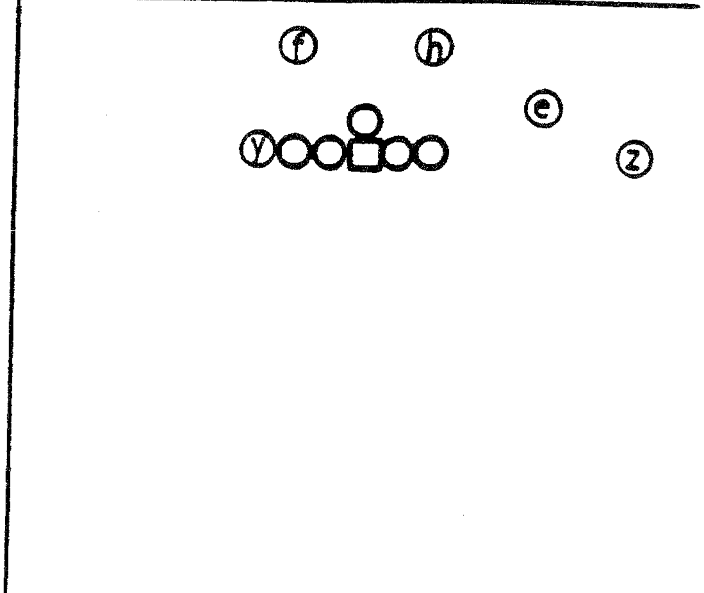


SOLID/AX COVER ECHO/ZONE

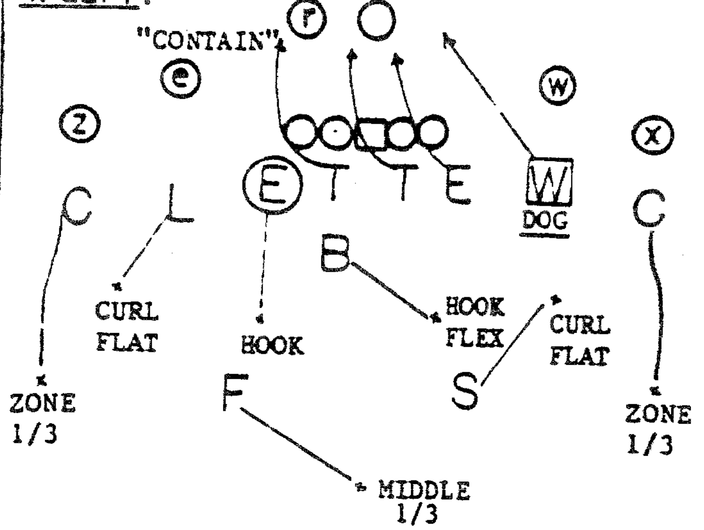
"Q":



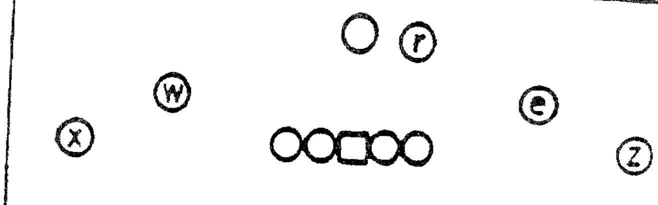




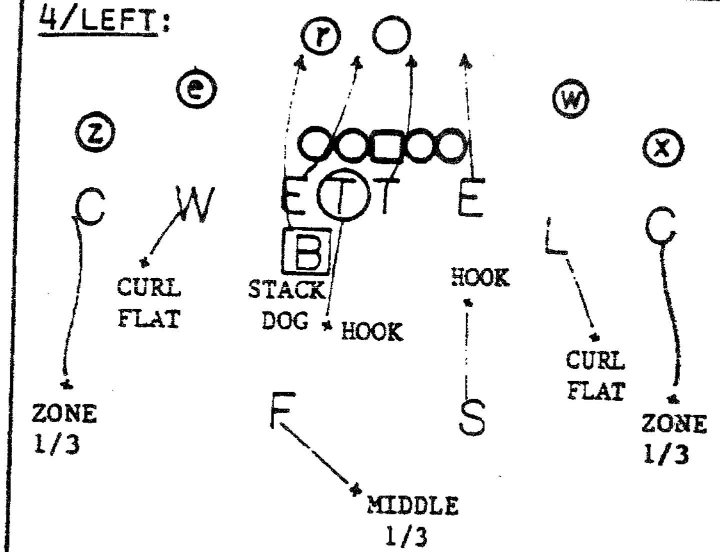
4/LEFT:



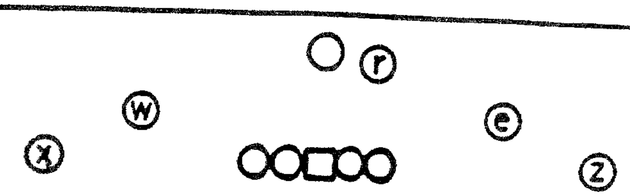
FLEX/DOG COVER ECHO/ZONE

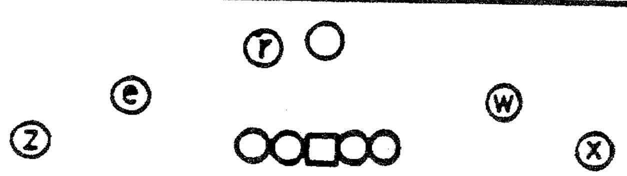


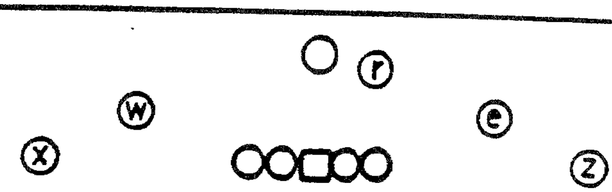
4/LEFT:



KING/DOG COVER LOCO/FLEX







LORADO/ECHO COVER CURLS (LORADO/RIGHT/ECHO COVER CURLS)

1- END TO THE LURK RUSH INSIDE; TACKLE TO LURK, RUSH OVER CENTER; TACKLE/AWAY, PASS RUSH CONTAIN; END/AWAY, "ECHO" DEFEND THE HOOK

2- LURK DOG FLEX AND BUCK DROP/FLEX

3- WHIP DEFEND THE CURL/FLAT LEFT AND STRONG SAFETY DEFEND THE CURL/FLAT RIGHT

4- CORNERS LEFT/RIGHT AND DEFEND THE ZONE 1/3; FREE SAFETY DEFEND THE MIDDLE 1/3

NICKEL HALEY COVER LOCO/SOLID

1- SHOW TOY: HALEY DROP AND DEFEND THE HOOK/FLEX (OPPOSITE LOCO CALL)

2- REMAINING/END (SOLID/END) ALIGN SOLID AND "JET"

3- BUCK DOG FLEX

**** 4- ALIGNMENT RULES LIKE "TOY"

JUMBO/DOG COVER LOCO/SOLID (JUMBO/DOG RIGHT LOCO RIGHT)

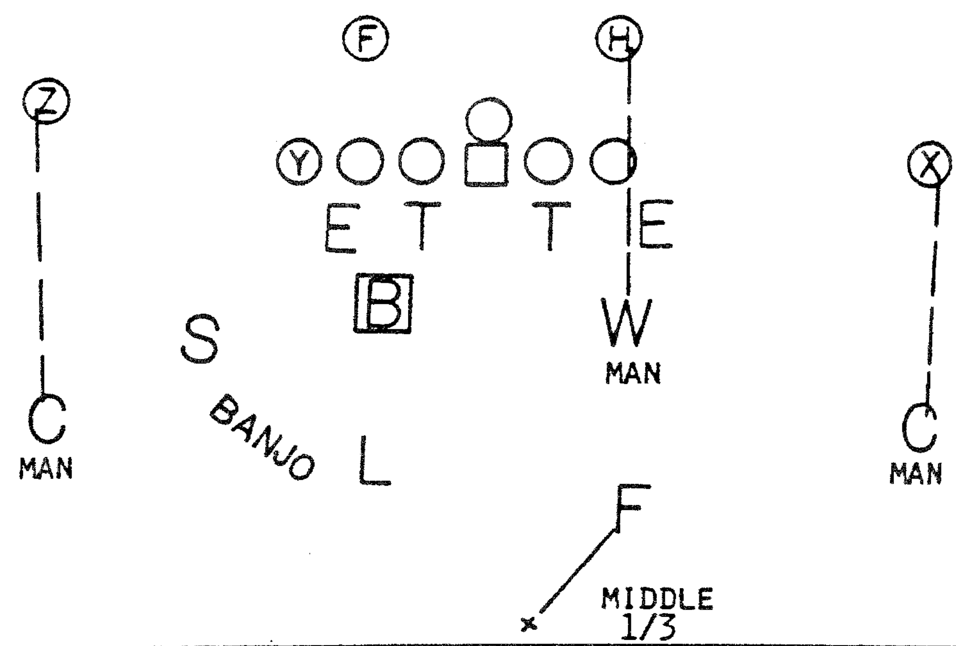
1- BUCK AND SOLID/END "STACK/DOG"; SOLID/TACKLE RUSH OVER CENTER; FLEX/TACKLE "JUMBO" DEFEND THE HOOK; FLEX/END "JET"

2- COVERAGE IS LOCO/SOLID

**** 3- JUMBO/BEE LOCO/SOLID

**** 4- JUMBO/WEDGE LOCO/SOLID

NICKEL 2 BUCK



BUCK: IN CHARGE.

LURK: TWO-BACK-SET, BANJO WITH STRONG SAFETY;
ONE-BACK-SET, MAN COVER RECEIVER.

WHIP: TWO-BACK-SET, MAN BACK SET FLEX;
ONE-BACK-SET, MAN COVER REMAINING BACK.

STRONG CORNER: MAN COVER.

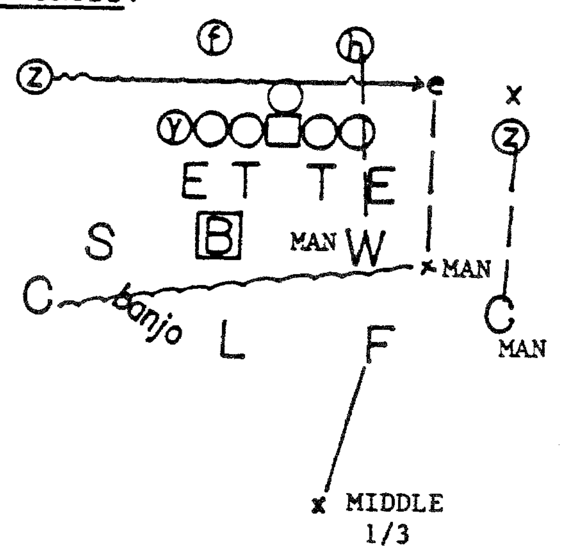
STRONG SAFETY: TWO-BACK-SET, BANJO WITH LURK;
ONE-BACK-SET, MAN COVER "Y".

FREE SAFETY: MIDDLE 1/3.

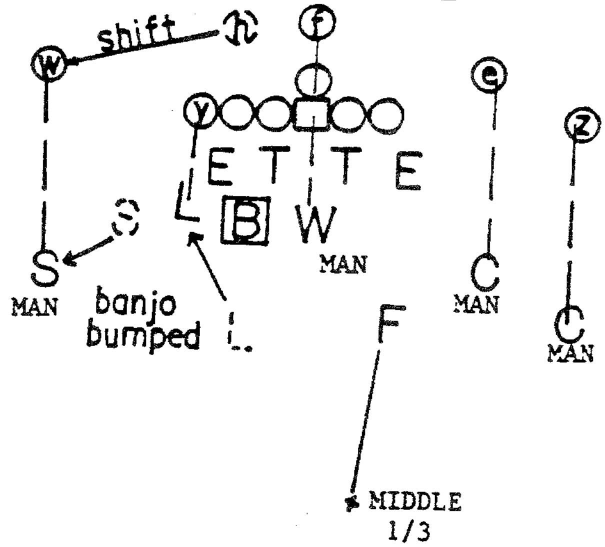
WEAK CORNER: MAN COVER.

NICKEL 2 BUCK ADJUSTMENTS

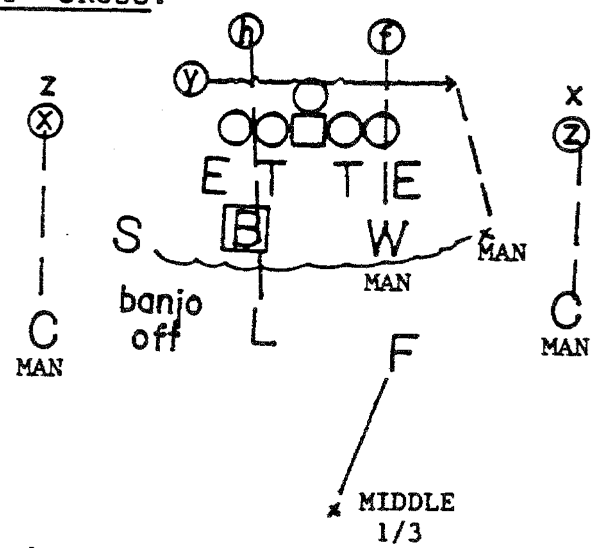
"Z" CROSS:



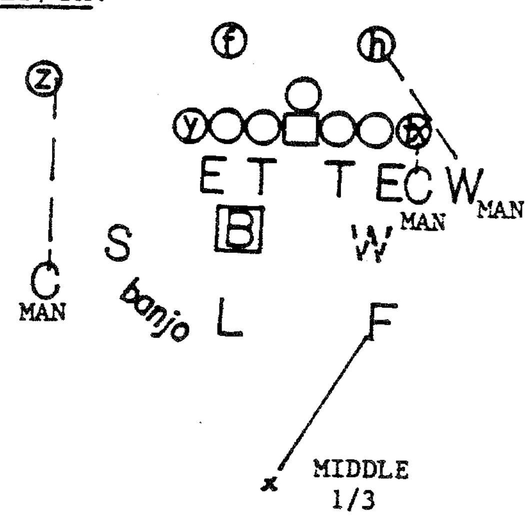
SHIFT TO SLOT DOUBLE WING:



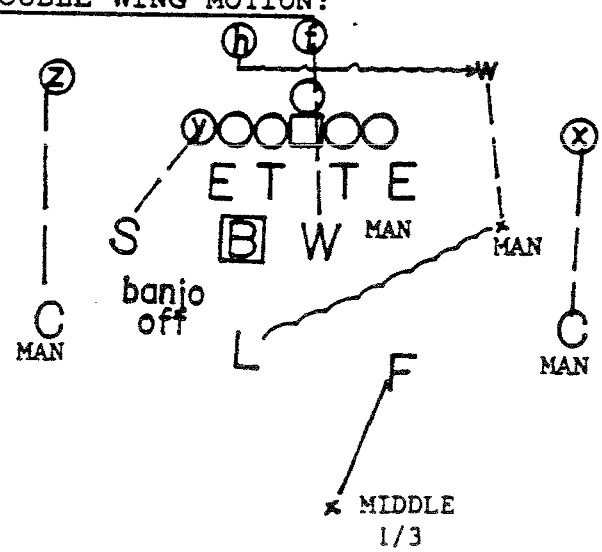
"Y" CROSS:



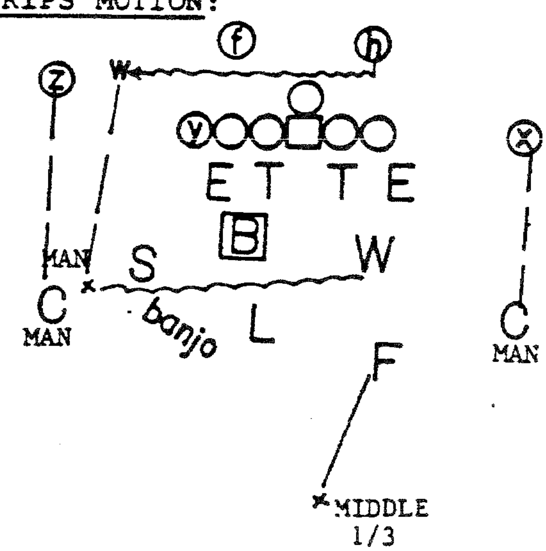
RED/TX:



DOUBLE WING MOTION:

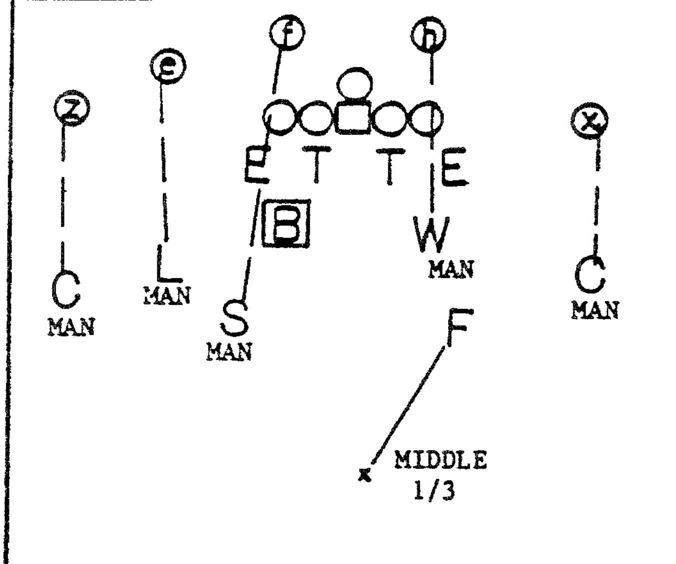


TRIPS MOTION:

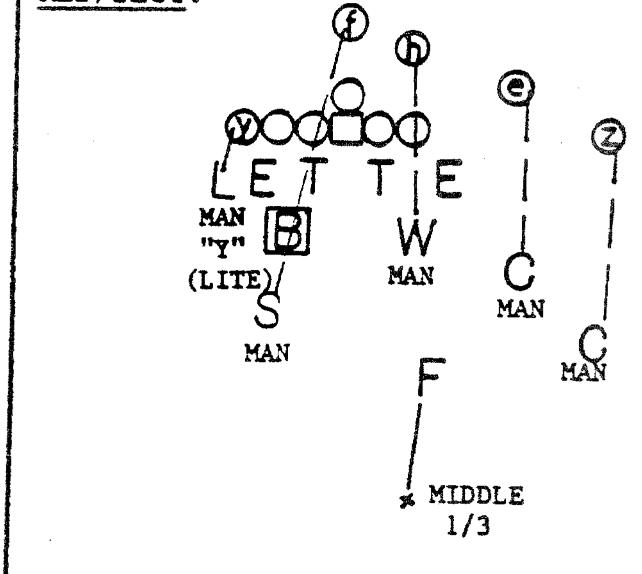


NICKEL 2 BUCK ADJUSTMENTS

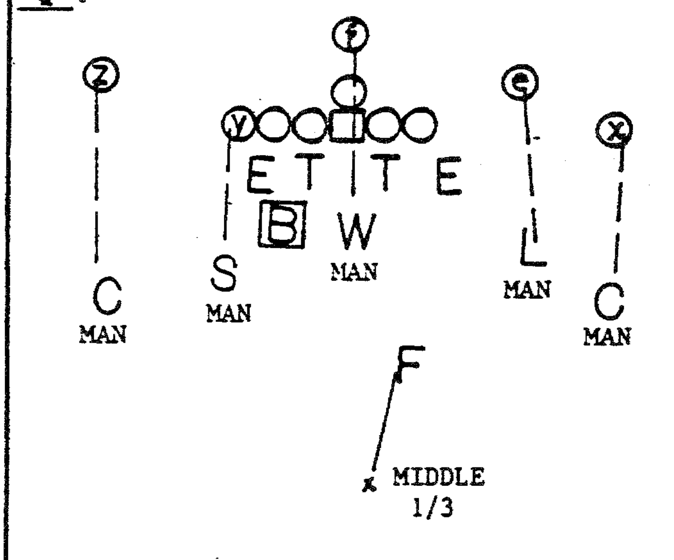
RED/"S":



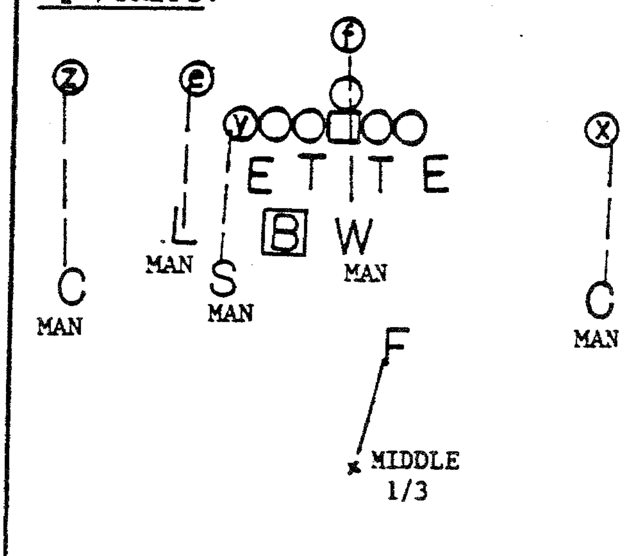
RED/SLOT:



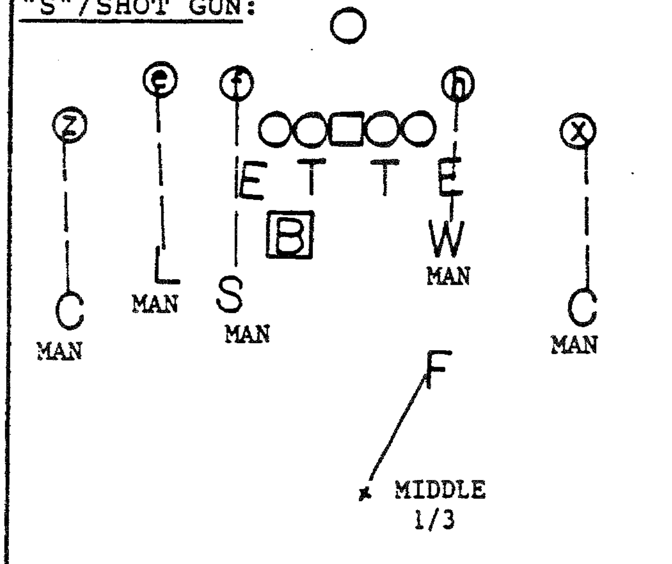
"Q":



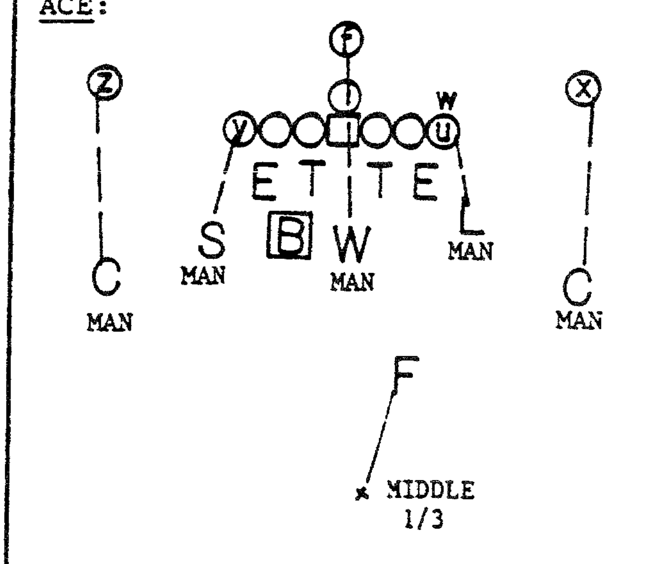
"Q"/TRIPS:



"S"/SHOT GUN:

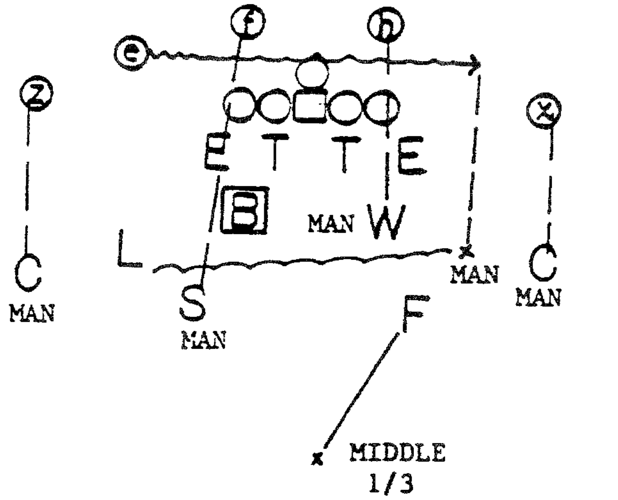


ACE:

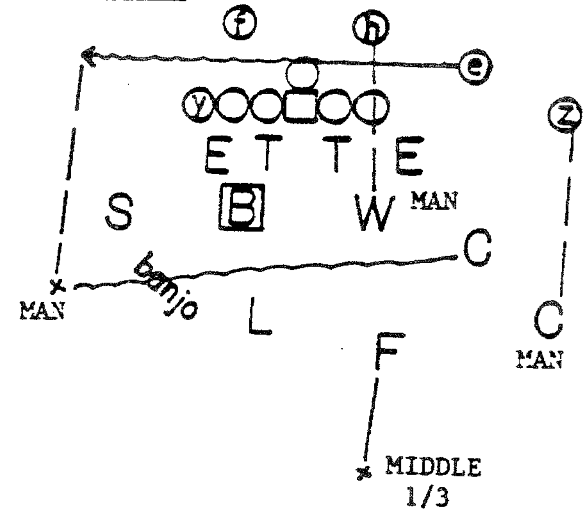


NICKEL 2 BUCK ADJUSTMENTS

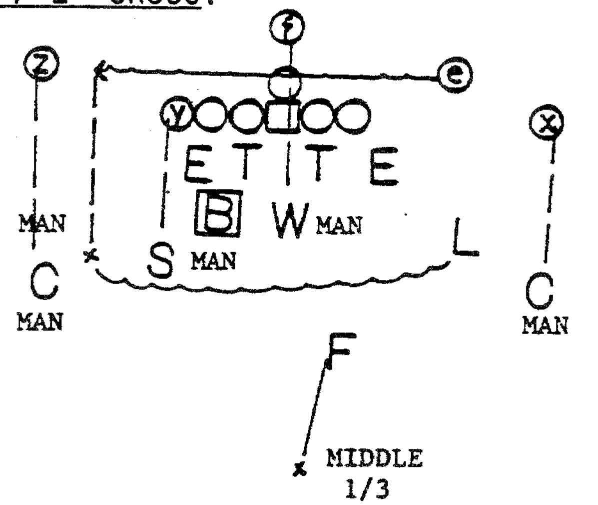
"S"/"E" CROSS:



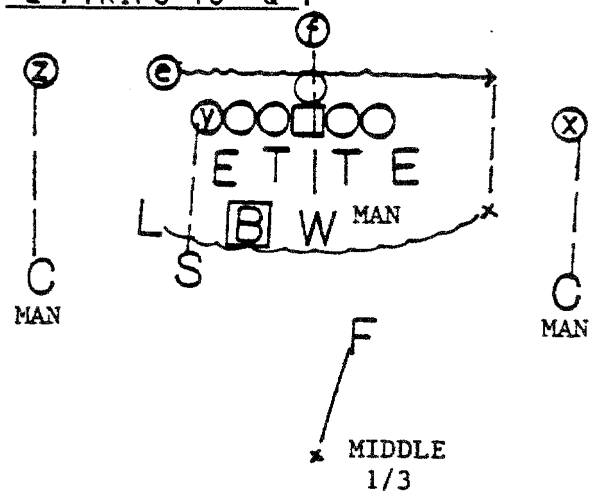
SLOT CROSS:



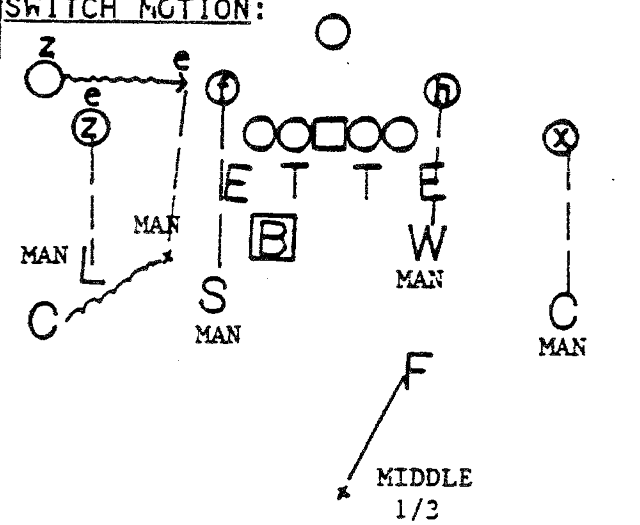
"Q"/"E" CROSS:



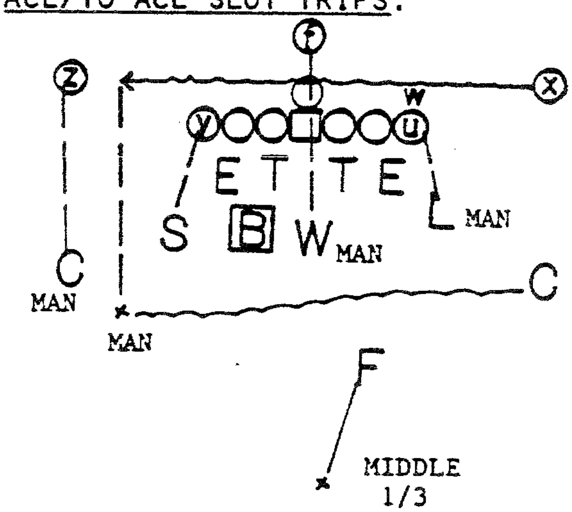
"Q"/TRIPS TO "Q":



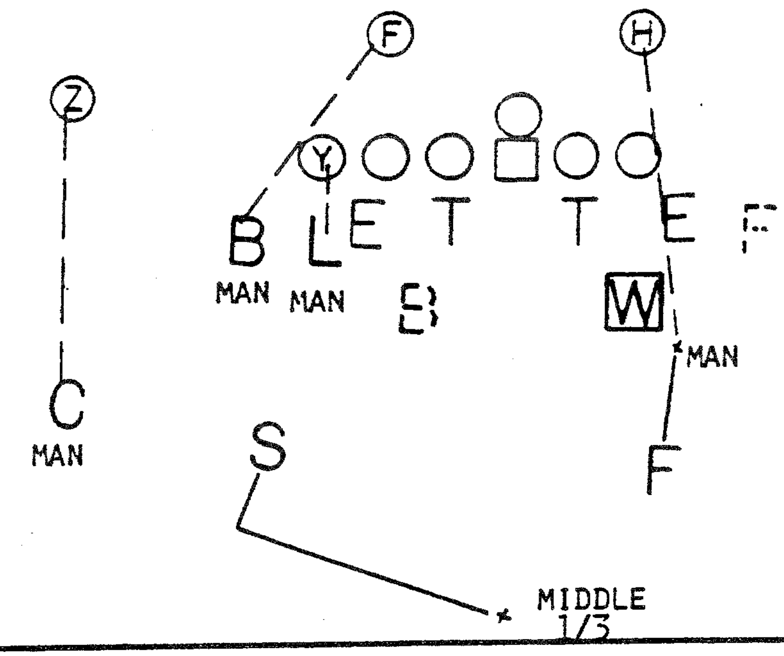
SWITCH MOTION:



ACE/TO ACE SLOT TRIPS:



NICKEL 2 WHIP



BUCK: TWO-BACK-SETS, MAN COVER THE FULLBACK; ONE-BACK-SETS, MAN COVER "Y".

LURK: RED, BROWN AND GREEN MAN COVER "Y"; BLUE, BANJO WITH THE STRONG SAFETY; ONE-BACK-SETS, ADJUST AND MAN COVER YOUR RECEIVER.

WHIP: IN CHARGE.

STRONG CORNER: MAN COVER.

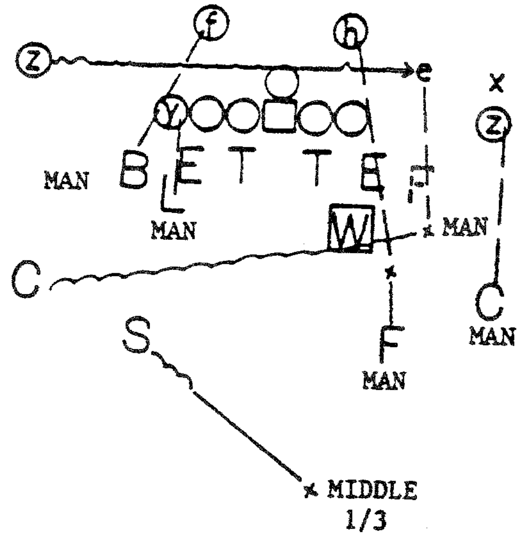
STRONG SAFETY: RED, BROWN, GREEN AND ONE-BACK SET DEFEND THE MIDDLE 1/3; BLUE, BANJO WITH LURK.

FREE SAFETY: RED, BROWN, GREEN AND ONE-BACK SET MAN COVER THE HALFBACK (TAILBACK RB); BLUE, DEFEND THE MIDDLE 1/3.

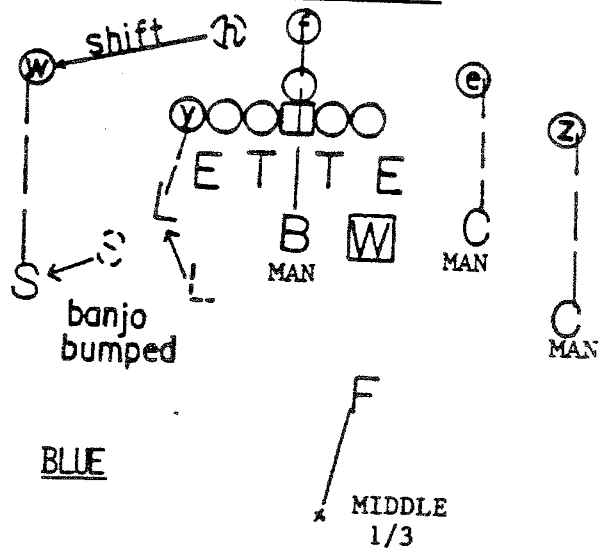
WEAK CORNER: MAN COVER.

NICKEL 2 WHIP ADJUSTMENTS

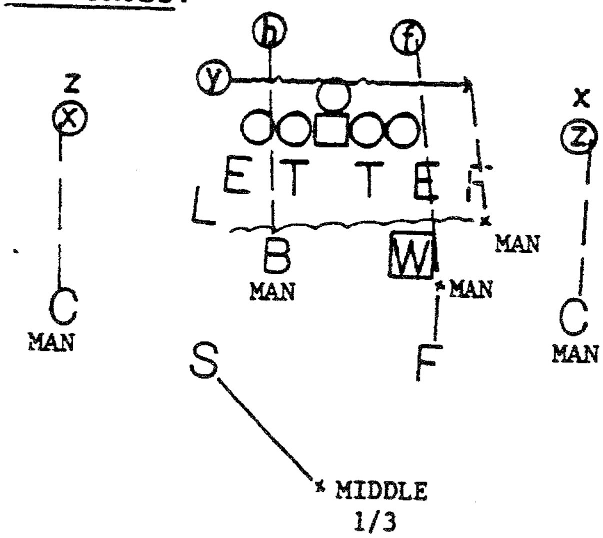
"Z" CROSS:



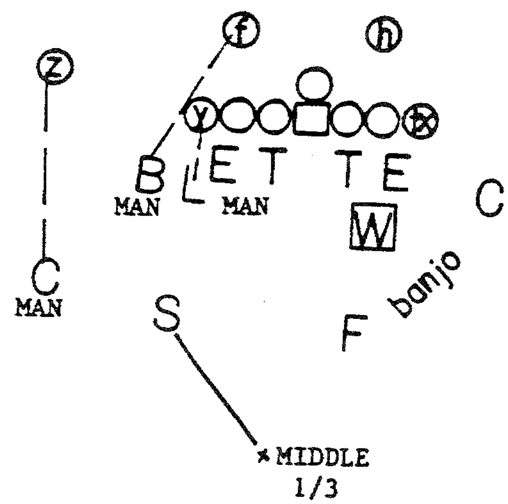
SHIFT TO SLOT DOUBLE WING:



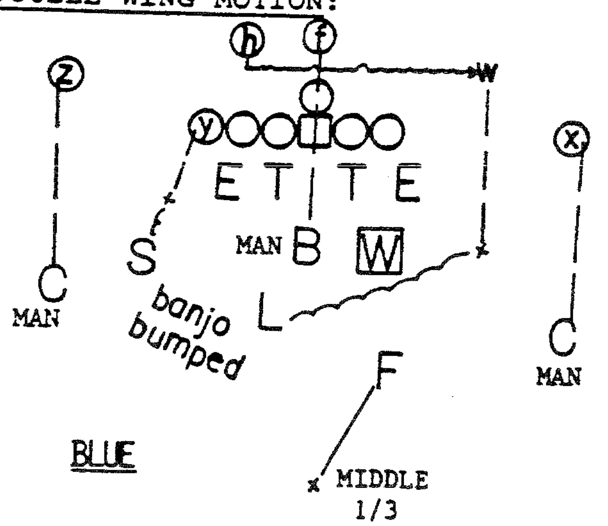
"Y" CROSS:



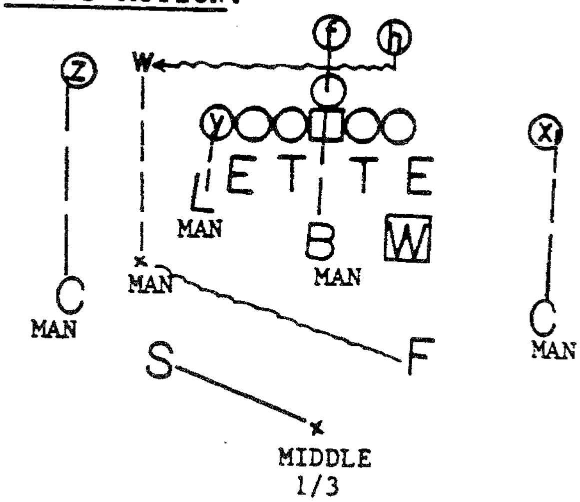
RED/TX:



DOUBLE WING MOTION:

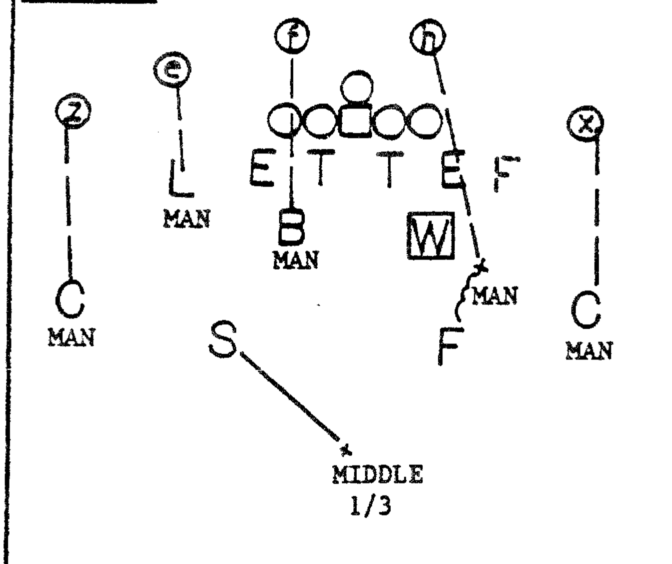


TRIPS MOTION:

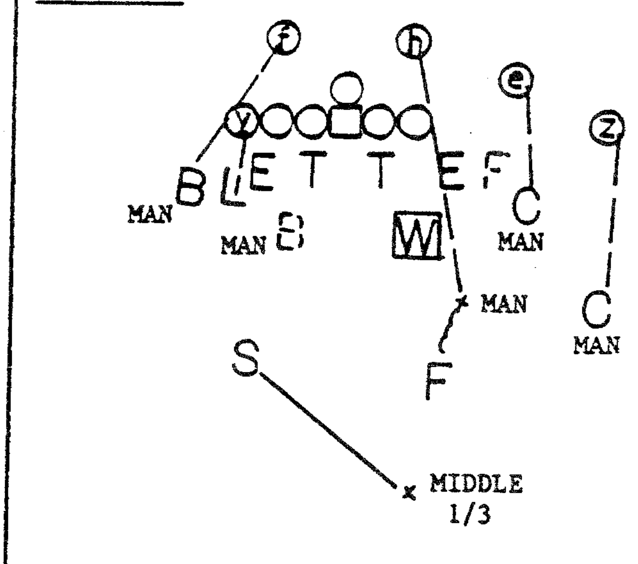


NICKEL 2 WHIP ADJUSTMENTS

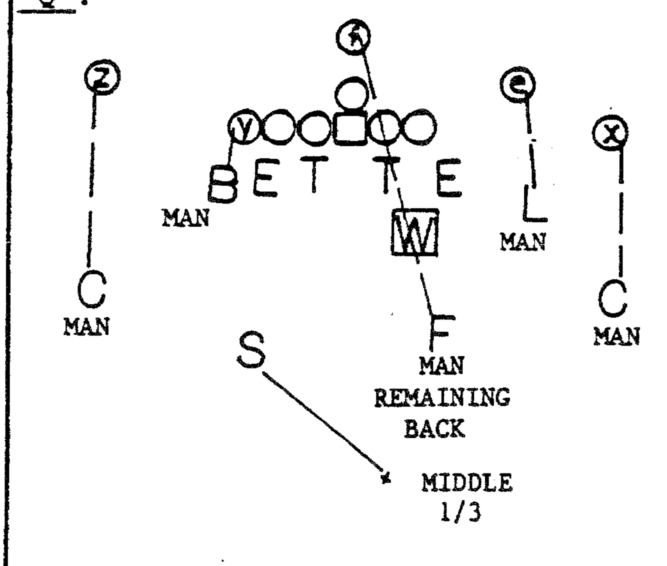
RED/"S":



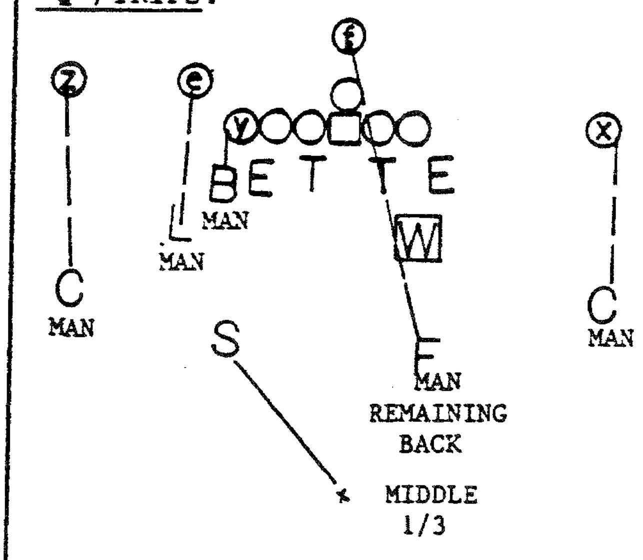
RED/SLOT:



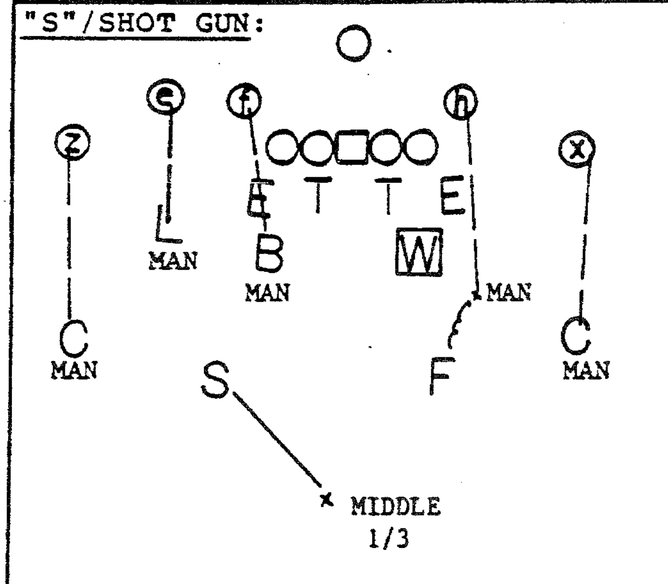
"Q":



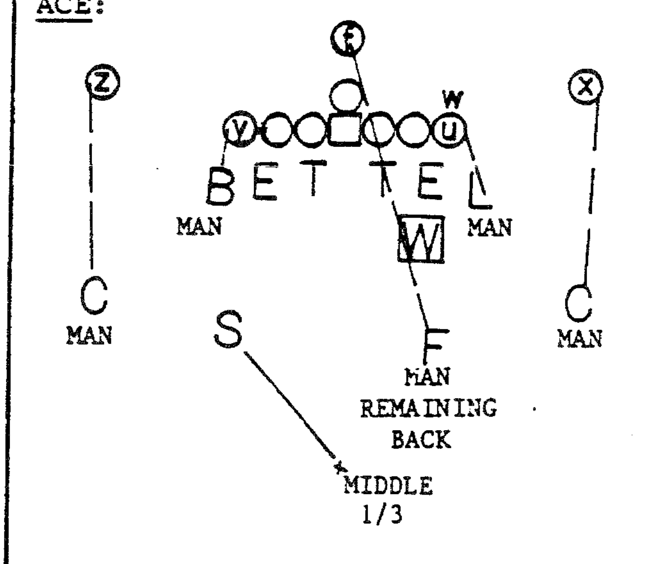
"Q"/TRIPS:



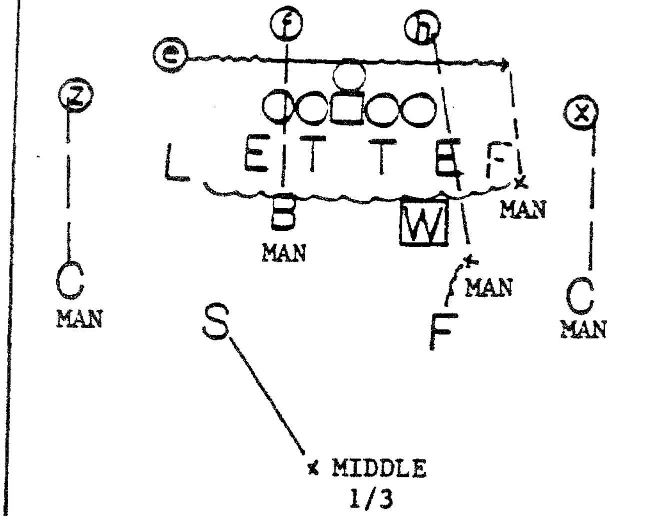
"S"/SHOT GUN:



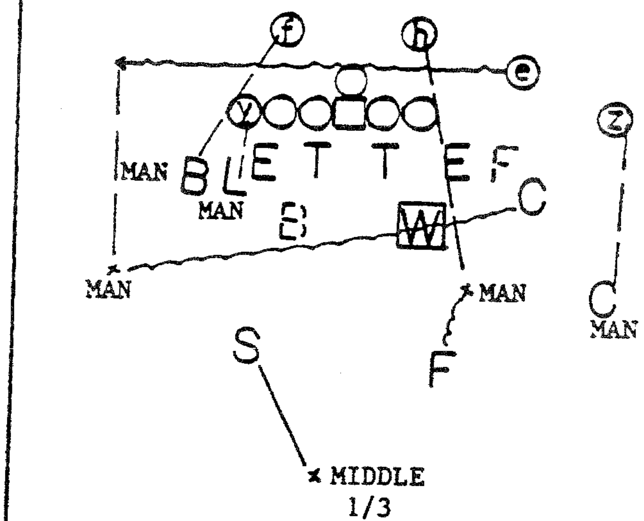
ACE:



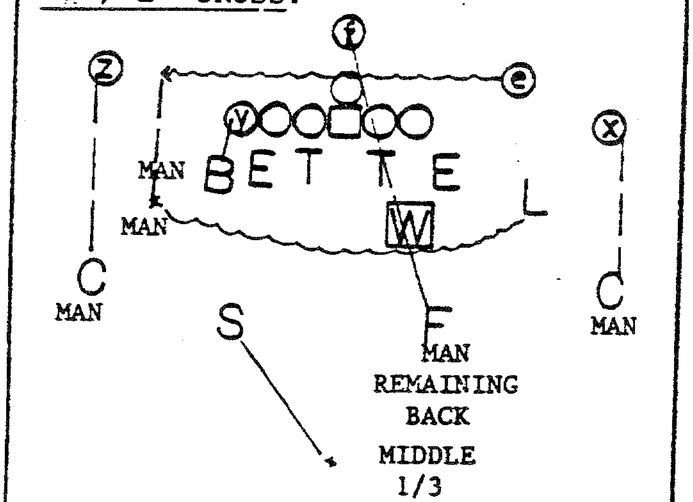
"S"/"E" CROSS:



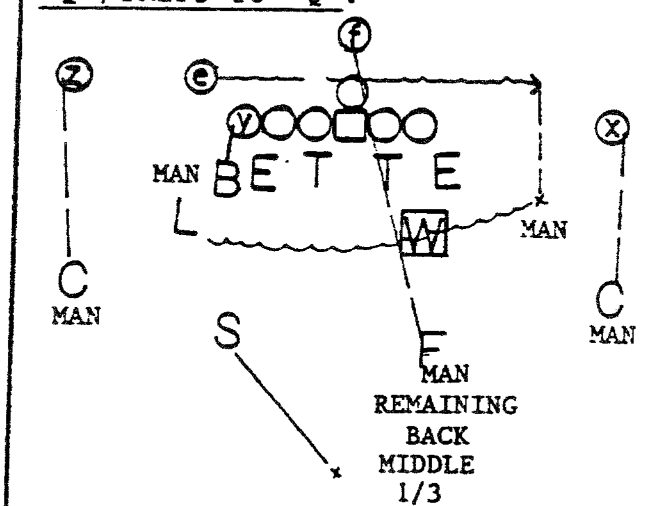
SLOT CROSS:



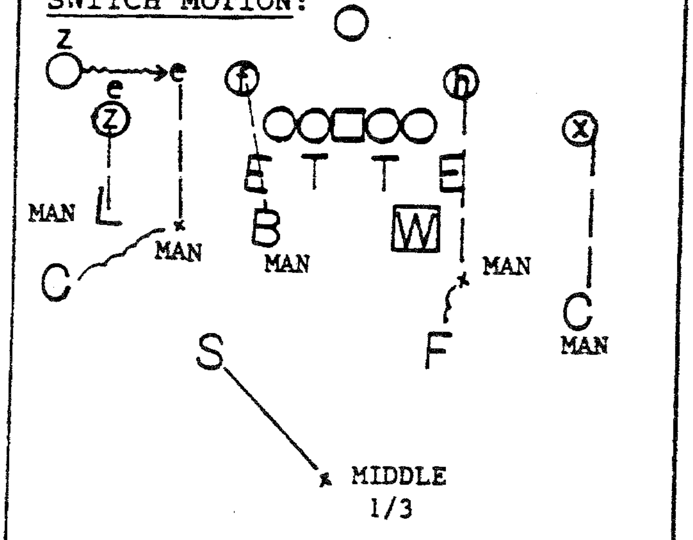
"Q"/"E" CROSS:



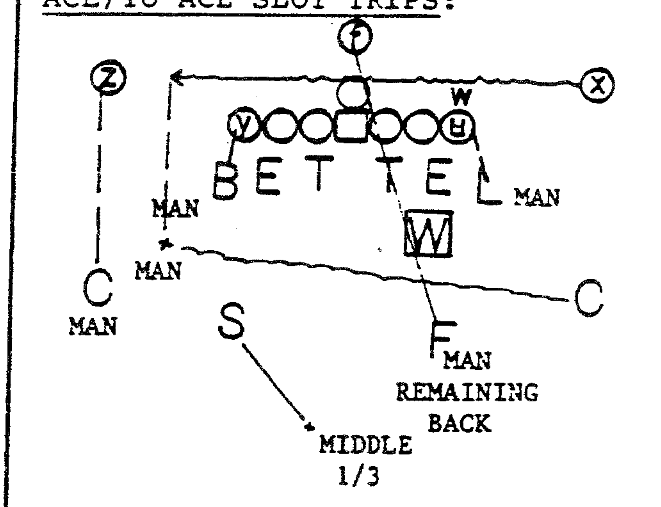
"Q"/TRIPS TO "Q":



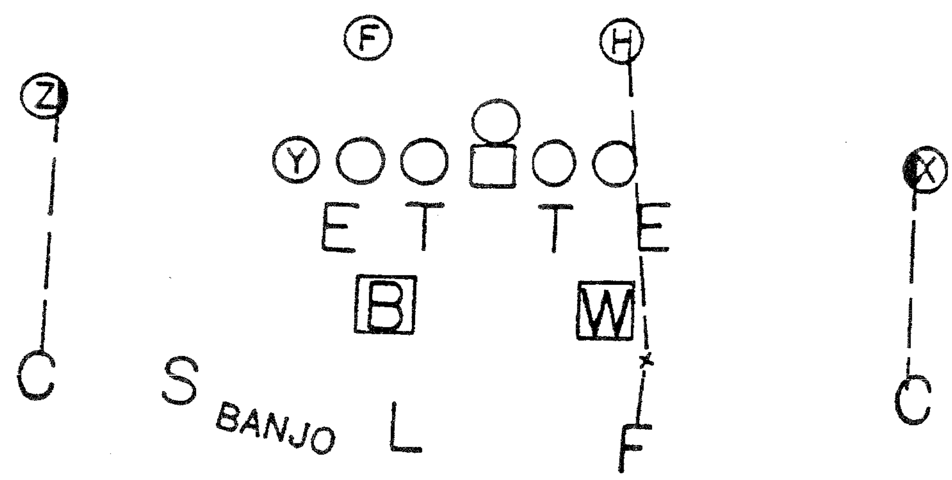
SWITCH MOTION:



ACE/TO ACE SLOT TRIPS:



NICKEL STEALER



****STEALER IS A DOUBLE LINEBACKER BLITZ COVERAGE.

BUCK: IN CHARGE.

LURK: TWO-BACK-SETS, BANJO SOLID WITH STRONG SAFETY; ONE-BACK-SETS ADJUST AND MAN COVER YOUR RECEIVER; WHEN PLAYING BANJO, SHOULD BACK BLOCK, DOUBLE "Y".

WHIP: IN CHARGE.

STRONG CORNER: MAN COVER, ON OWN.

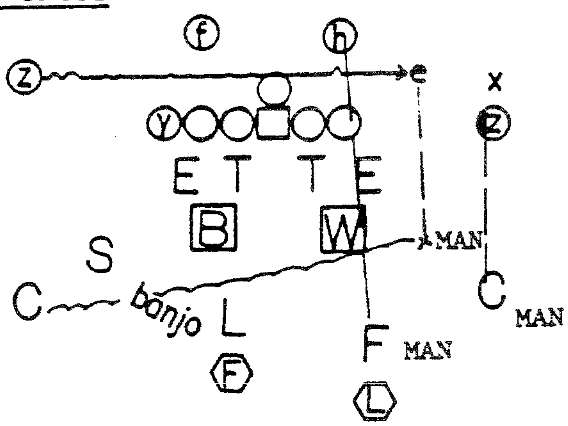
STRONG SAFETY: TWO-BACK-SETS, BANJO SOLID WITH LURK; ONE-BACK-SETS, MAN COVER "Y"; WHEN BANJO, SHOULD BACK BLOCK, DOUBLE "Y" (OR PUSH VERSUS "S").

FREE SAFETY: MAN COVER BACK NEAREST FLEX SIDE VERSUS TWO-BACK-SETS; VERSUS ONE-BACK-SETS, MAN COVER THE REMAINING BACK; SHOUL BACK BLOCK, "PUSH" FLEX.

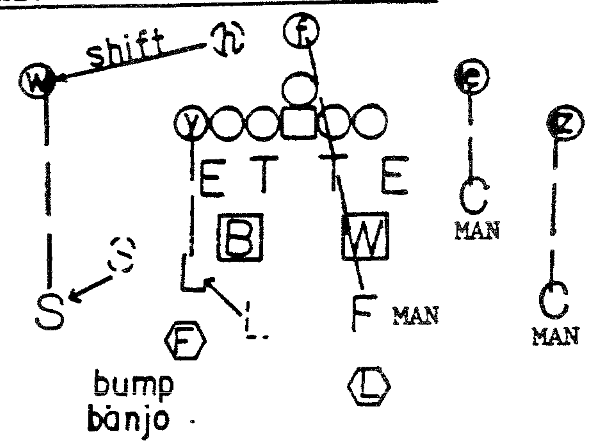
WEAK CORNER: MAN COVER, ON OWN.

NICKEL STEALER ADJUSTMENTS

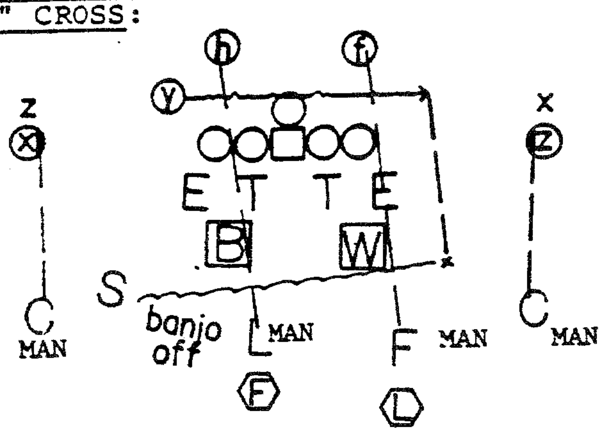
"Z" CROSS:



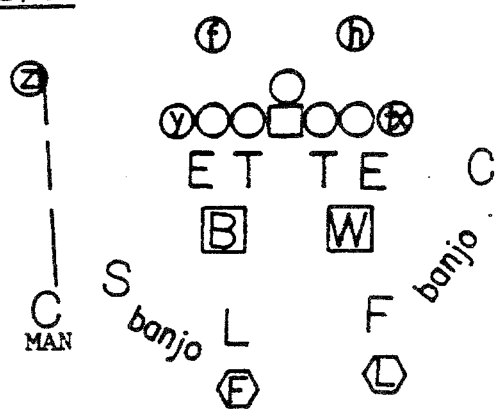
SHIFT TO SLOT DOUBLE WING:



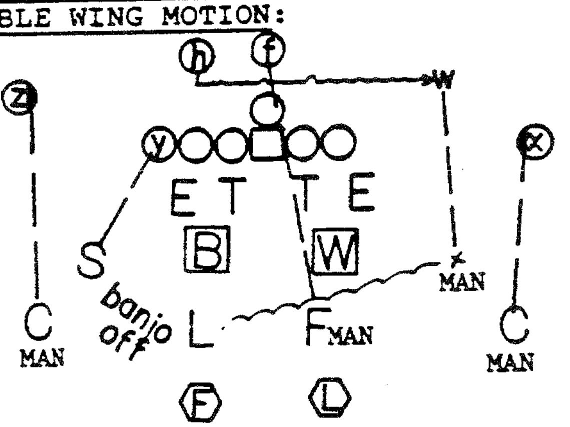
"Y" CROSS:



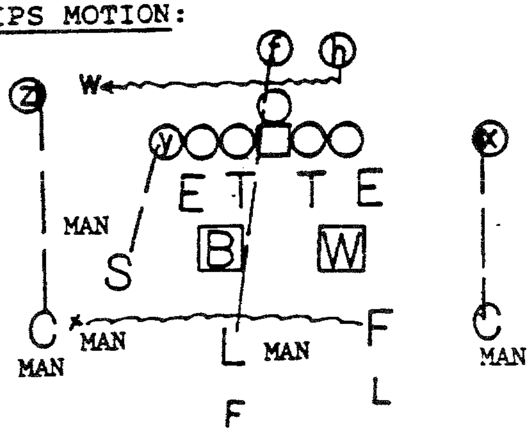
RED/TX:



DOUBLE WING MOTION:



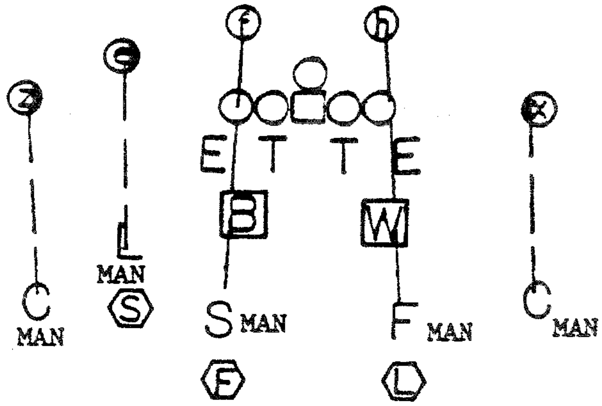
TRIPS MOTION:



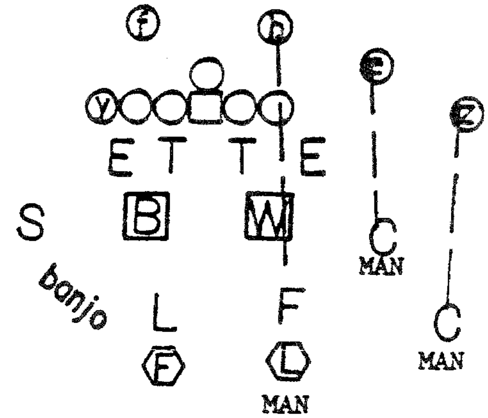
BANJO ICED

NICKEL STEALER ADJUSTMENTS

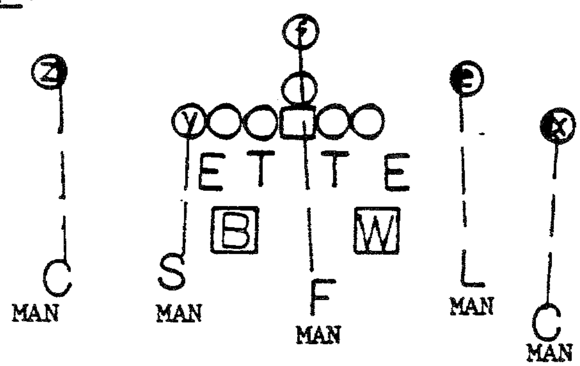
RED/"S":



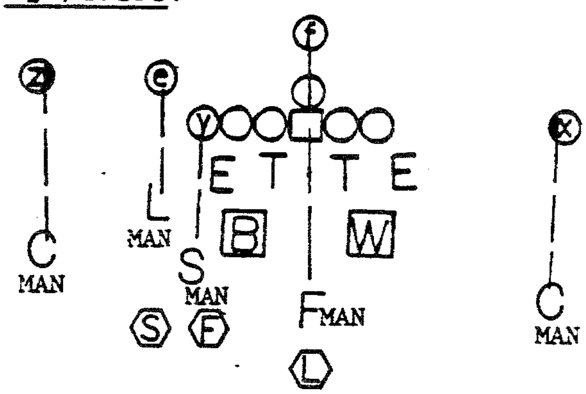
RED/SLOT:



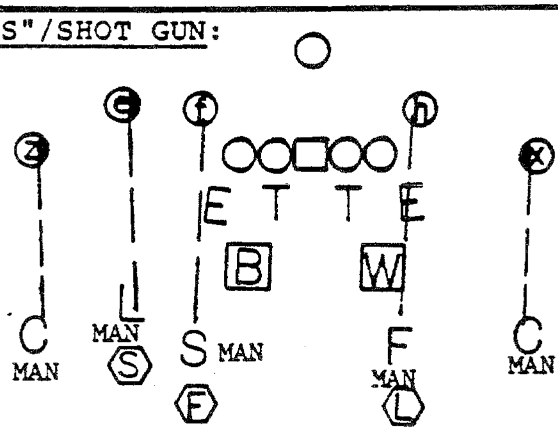
"Q":



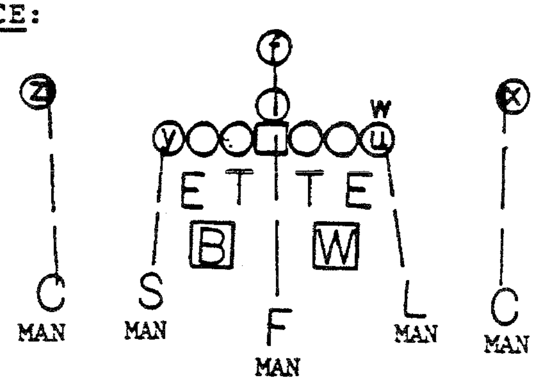
"Q"/TRIPS:



"S"/SHOT GUN:

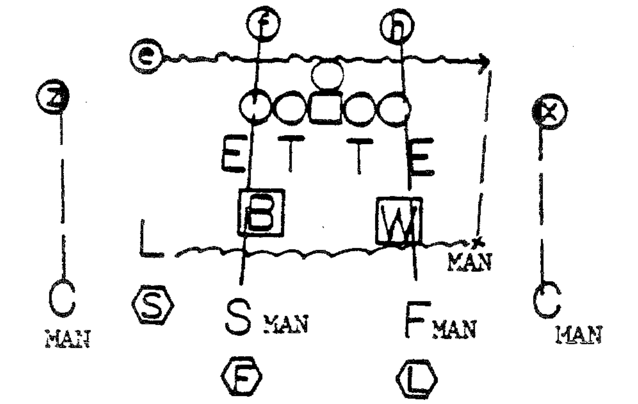


ACE:

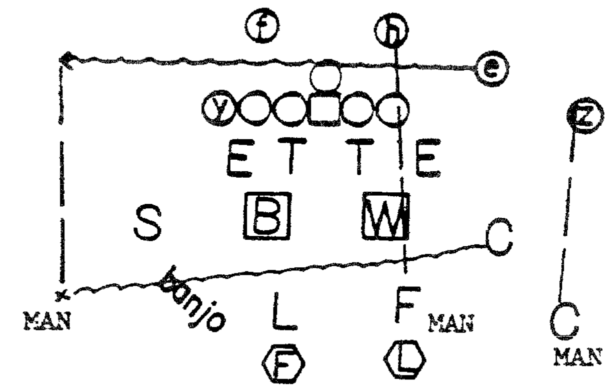


NICKEL STEALER ADJUSTMENTS

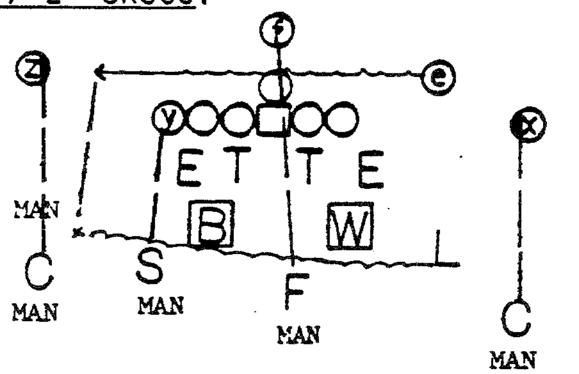
"S"/"E" CROSS:



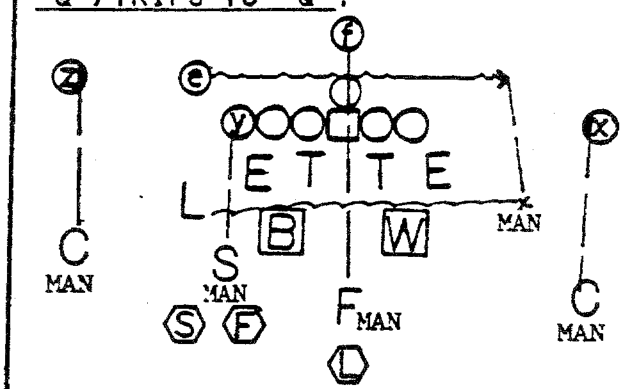
SLOT CROSS:



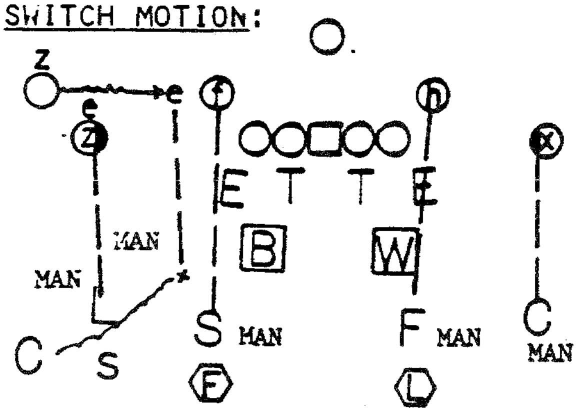
"Q"/"E" CROSS:



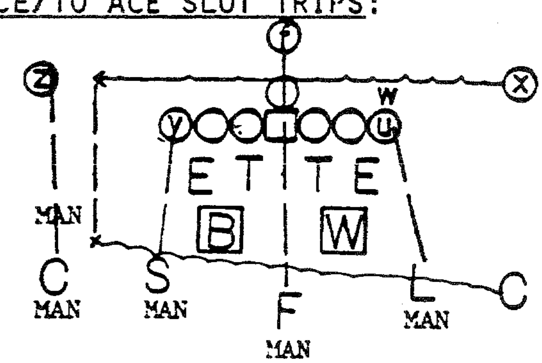
"Q"/TRIPS TO "Q":



SWITCH MOTION:

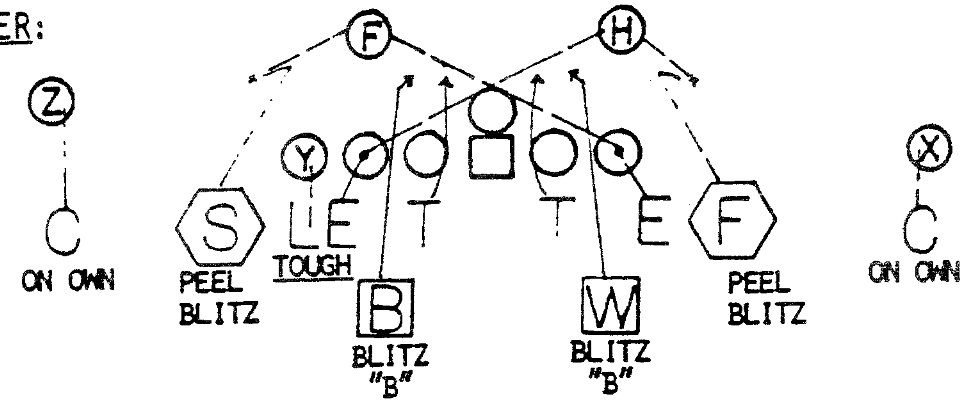


ACE/TO ACE SLOT TRIPS:



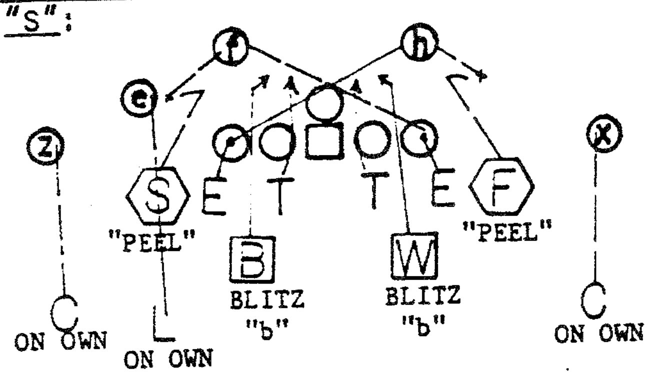
NICKEL CASINO

RED/FLANKER:

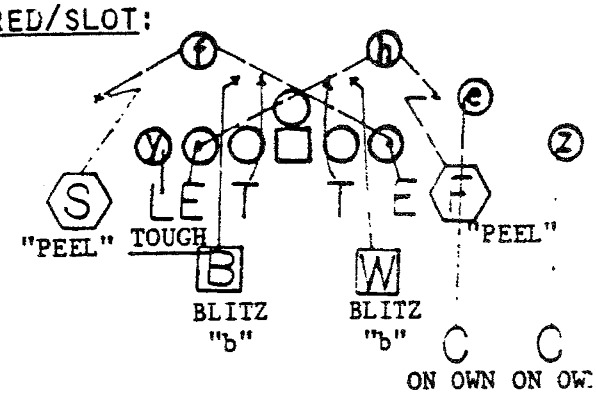


****CAN BE RUN AS SAFETIES CASINO TOO

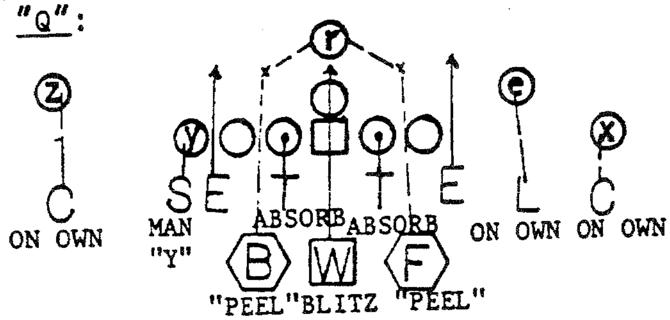
"S":



RED/SLOT:

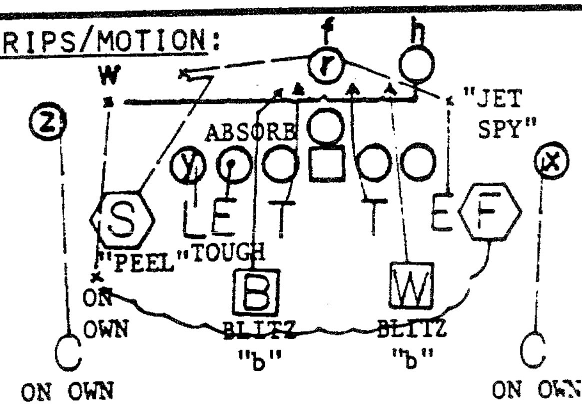


"Q":



****AUTO "WHISTLE"

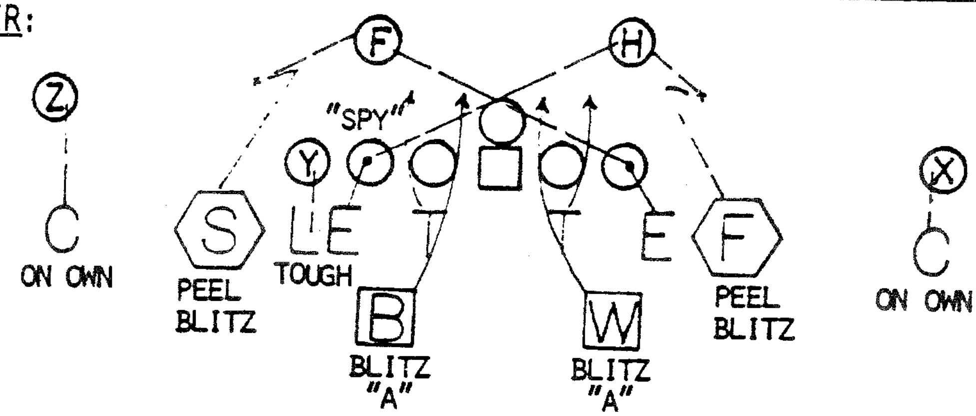
TRIPS/MOTION:



****"JET" CALL BY FREE/SAFETY

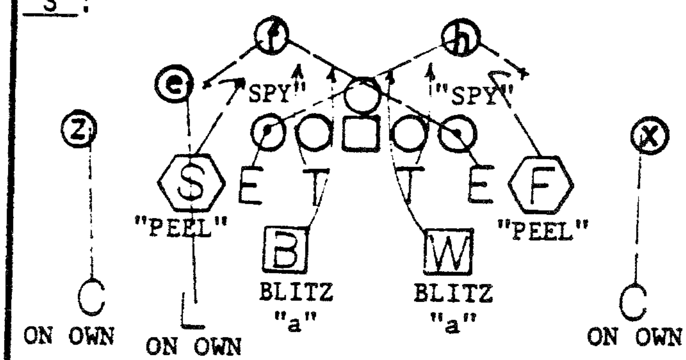
NICKEL DOUBLE/GUT CASINO

RED/FLANKER:

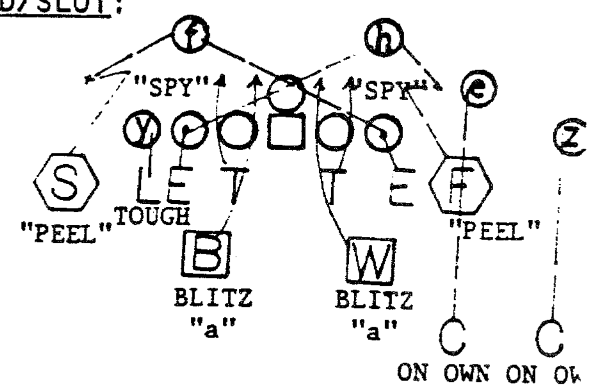


****CAN BE RUN AS SAFETIES DOUBLE/GUT CASINO TOO

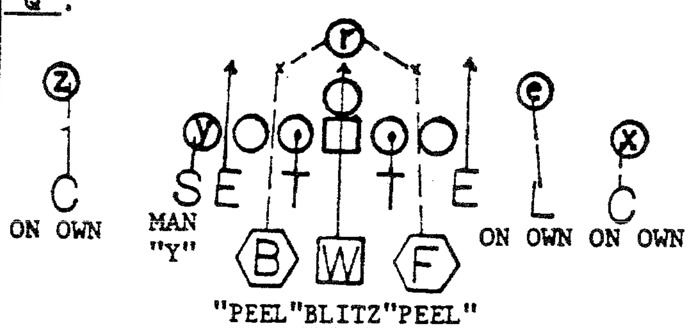
"S":



RED/SLOT:

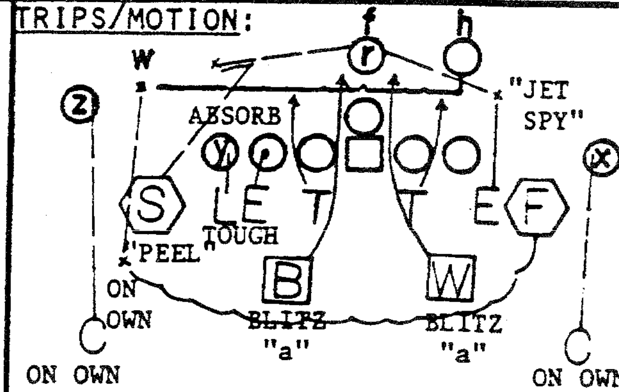


"Q":



****AUTO "WHISTLE"

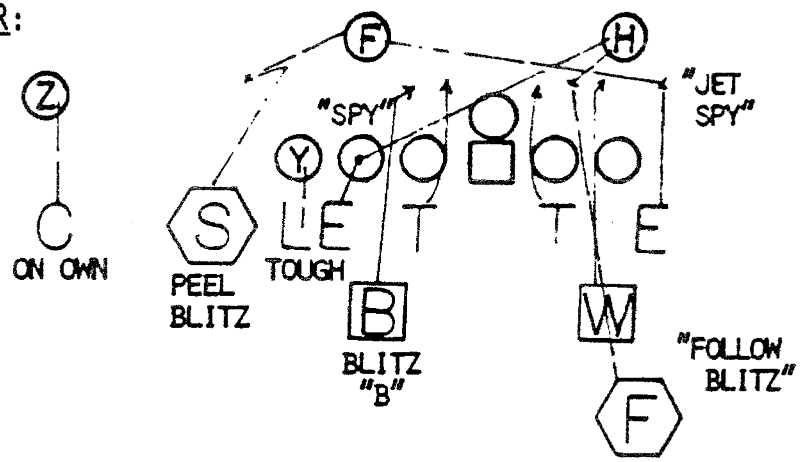
TRIPS/MOTION:



****"JET" CALL BY FREE/SAFETY

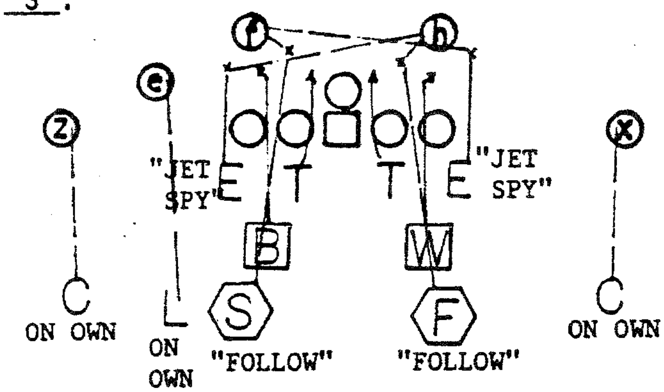
NICKEL DOUBLE/FOLLOW CASINO

RED/FLANKER:

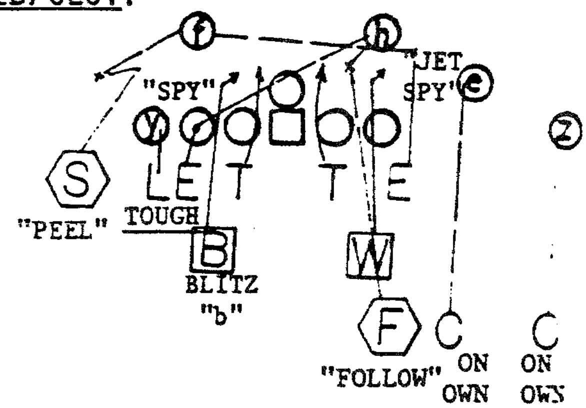


****CAN NOT "FOLLOW" INTO TIGHT/END (AUTO: REGULAR CASINO TO SOLID/SID[E]

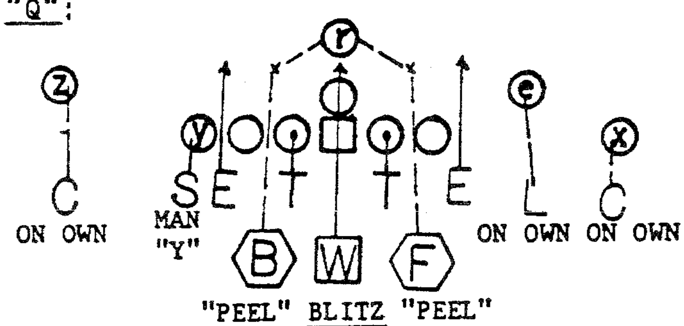
"S":



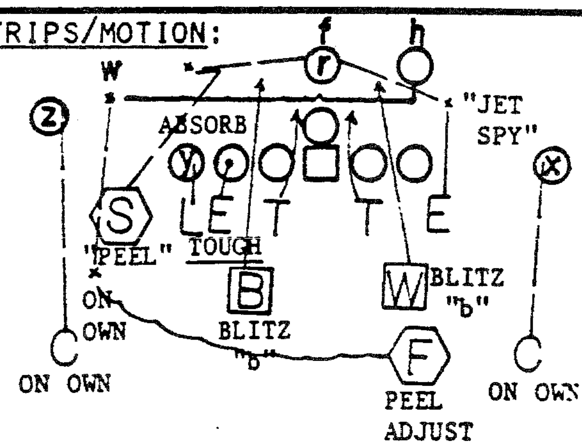
RED/SLOT:



"Q":

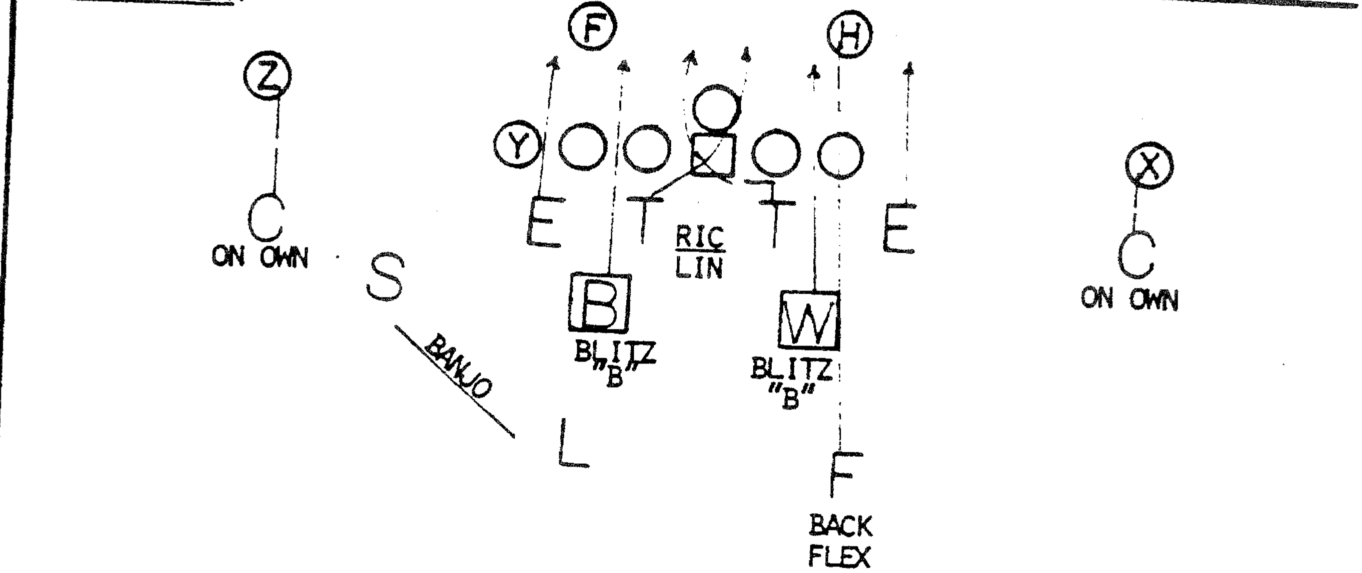


TRIPS/MOTION:

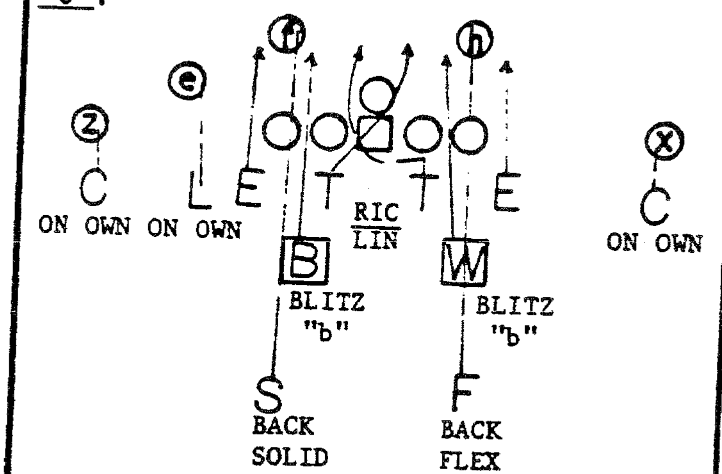


****AUTO "WHISTLE"

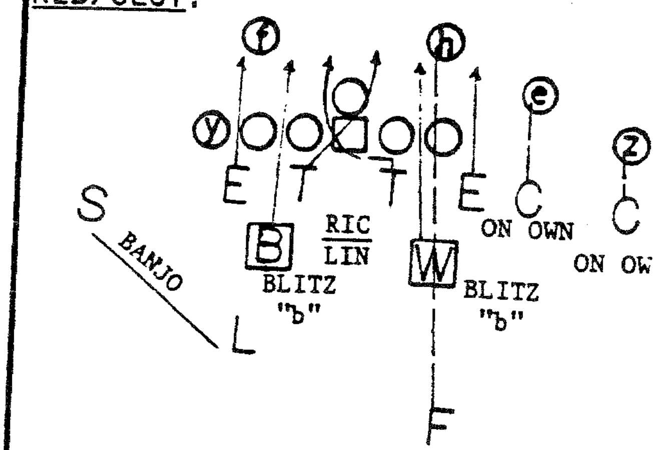
RED/FLANKER:



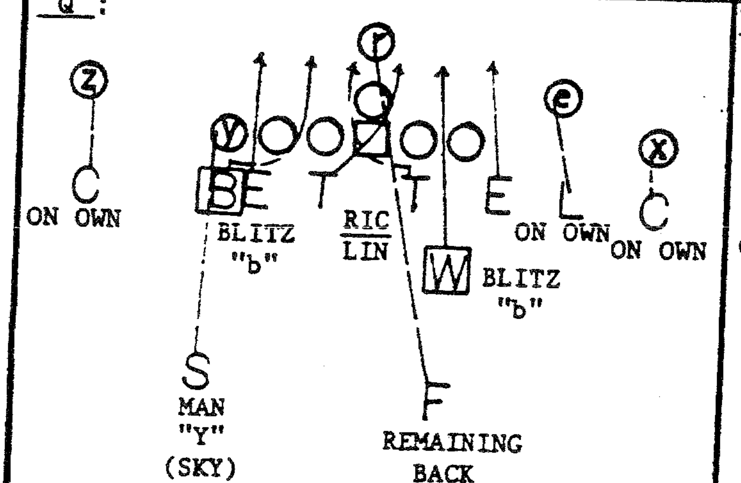
"S":



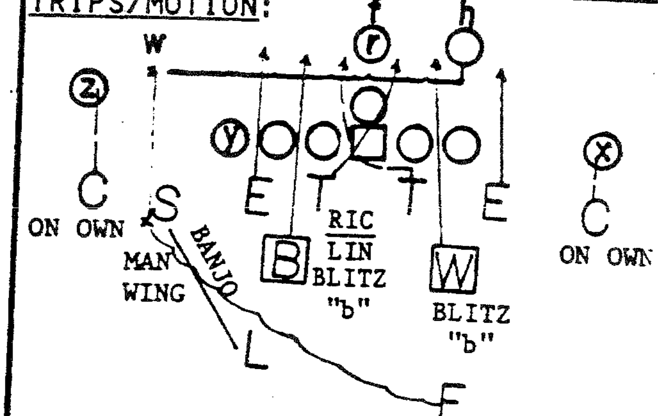
RED/SLOT:



"Q":

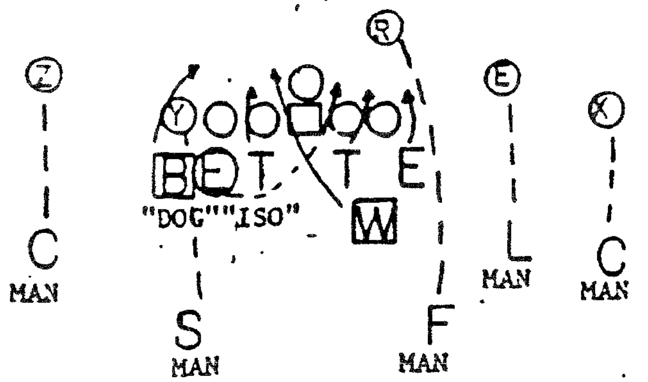


TRIPS/MOTION:

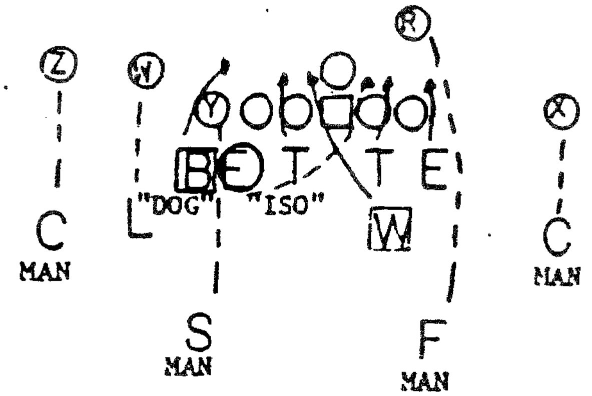


CROSS DOUBLE GUT COVER STEELER

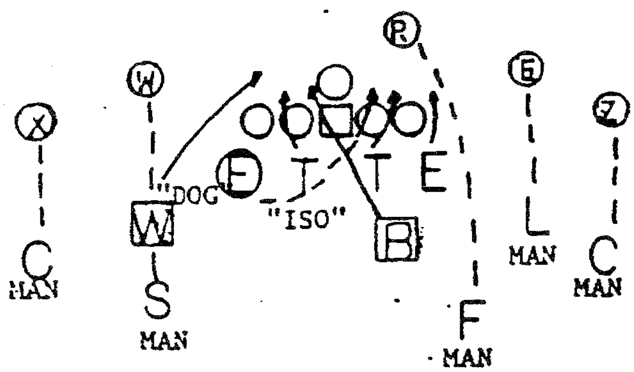
"Q" LEFT:



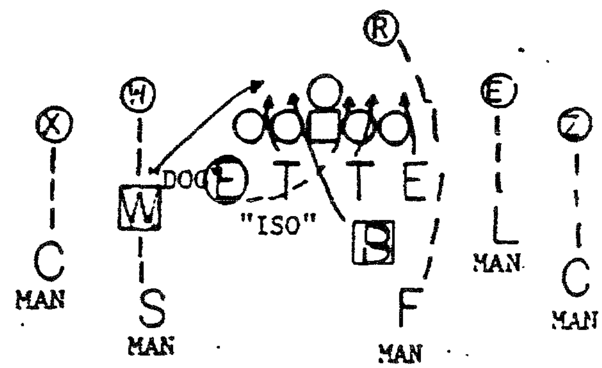
"Q" TRIPS LEFT:



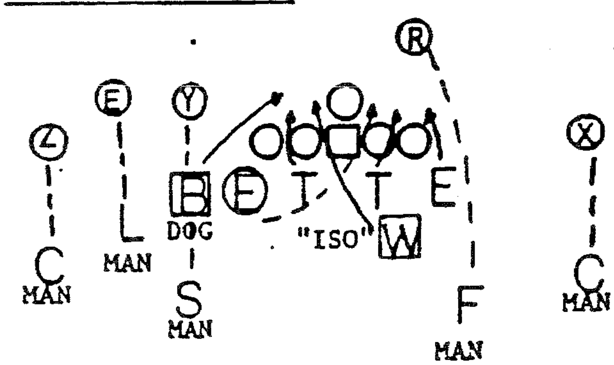
"4/WIDES":



"4/WIDES":

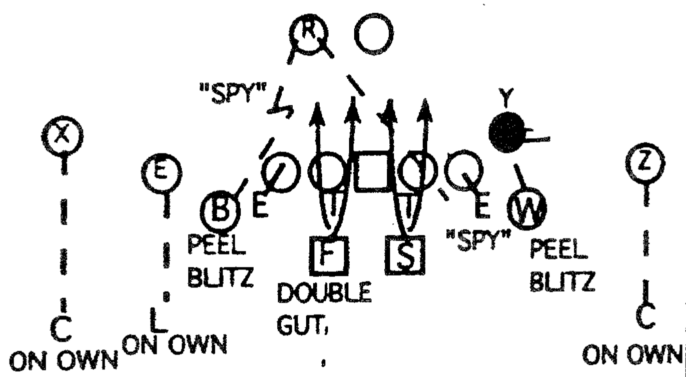


"4/WIDES" TRIPS:

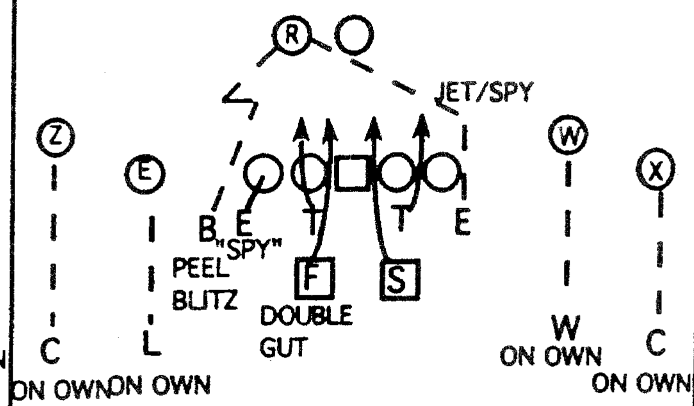


CASINO

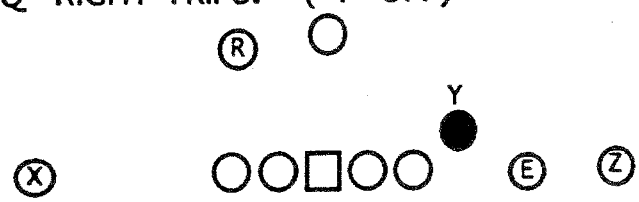
"Q" RIGHT: ("Y" OFF)



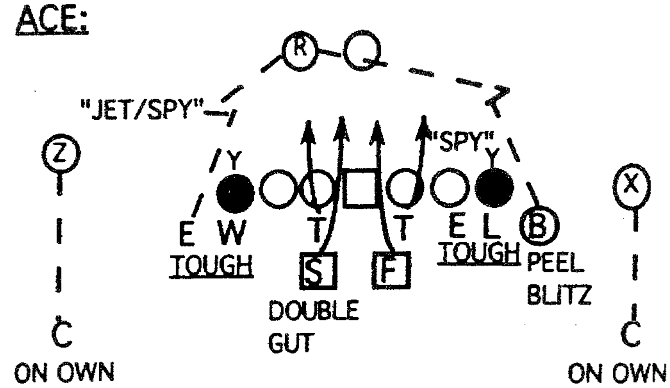
"4/WIDES":



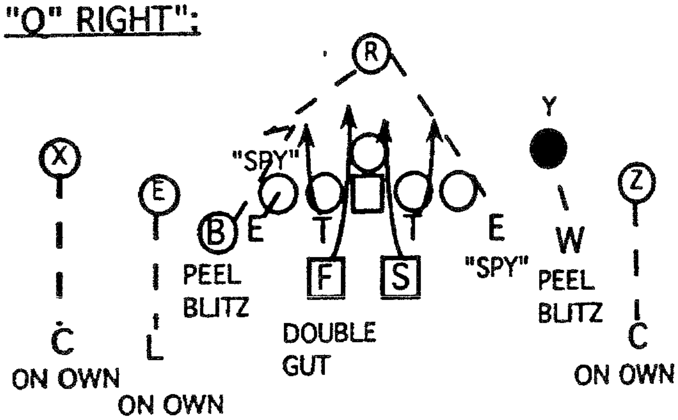
"Q" RIGHT TRIPS: ("Y" OFF)



ACE:

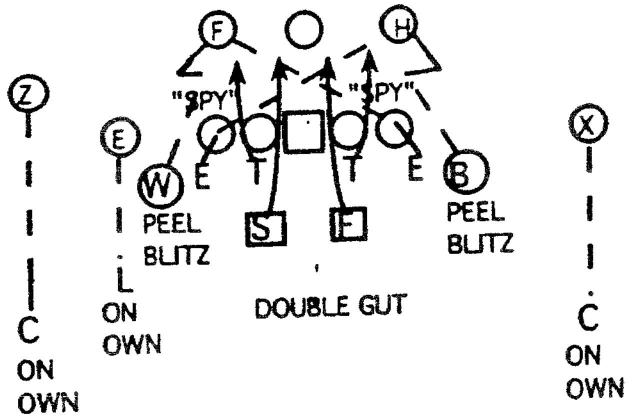


"Q" RIGHT":



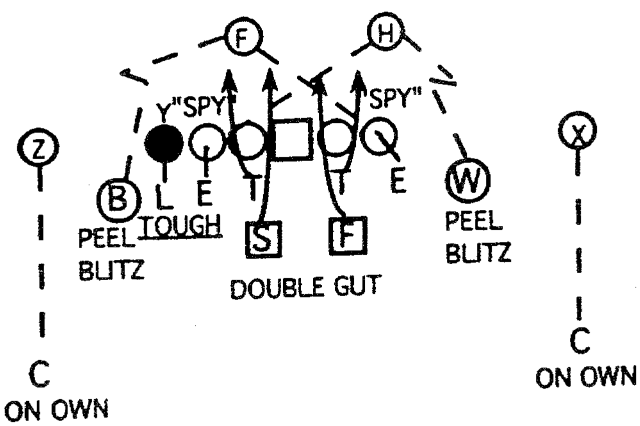
NICKEL SAFETIES CASINO

"S":





RED:



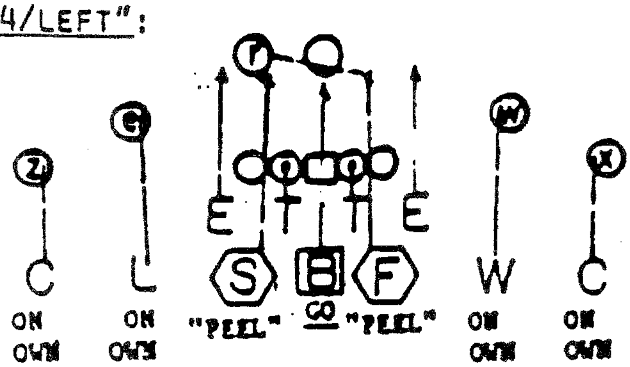


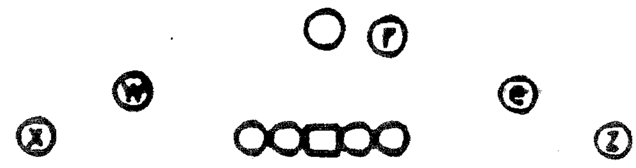




NICKEL BLITZ

"4/LEFT":





****"WHISTLE"

WHISTLE

1 LINE: TACKLES "ABSORB"; ENDS "JETS"
2 BUCK BLITZ OVER CENTER
3 STRONG SAFETY/FREE SAFETY "PEEL BLITZ" the "b" GAPS
4 Auto "CASINO" versus ALL OTHER FORMATIONS